

EXCLUSIVE:

INSIDER INFO FROM
THE PLAYSTATION
SHOW IN
JAPAN



CONTRA

PLAYSTATION



MARIO 64

NINTENDO 64



SF ALPHA 2

PLAYSTATION



NIGHTS

THE LATEST
FOR PLAYSTATION,
SATURN & N64

NUMBER
83

YOUR GUIDE TO:

Nintendo 64-300
PlayStation-Saturn
Super NES-Genesis
Time Boy-Games Gear
Jaguar-Neo-Geo

ELECTRONIC GAMING MONTHLY



**CRASH!
SONIC!
MARIO!**



WORLD EXCLUSIVE!

OVER

100

**game
previews**

**EGM Delivers the First Look
at the Hottest New Games!**

**PLUS, 100s of Top Secret Pix!
The Coolest Games Of E3!**

PITFALL 3D • MEGAMAN X3
DUKE NUKEM • AEON FLUX
DARK FORCES • MANX TT
PILOTWINGS 64 • MYST
VECTORMAN 2 • AREA 51
VIRTUA COP 2 • NINJA
KING'S FIELD 3 • HEXEN

WHICH NEXT-GEN ACTION GAME

WILL BE KING OF THE HILL?

**TOSHINDEN 2
STRATEGY GUIDE
FREE INSIDE!**

BONUS!



You can't just run away from your problems any more. From now on, you'll have to think on your feet.



adventure. But with the new Super Mario RPG you'll also be pushing every brain cell you've got. • That's right. You and the world's most



You'll never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.

this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the

Grate Guy's Casino. And, in between, you'll have to test your brains on mind-

mashing riddles and new action-puzzles. Of course you'll find plenty of new friends who can help out. But they'll need your help

jumping, ducking and dodging have always been a critical part of any button-

bashing Mario heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a clas-

sic Mario adventure. Plus, meet the mental challenge as the story unfolds in

action and brain-bending Square Soft adventure. Remember, running and jumping is a great start. But this time around you'll also

need plenty of brains to finish.



in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also

bump into all kinds of new bad-dies, plus classic goons from every Mario game in history. Only now, they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready

for all kinds of new Nintendo action and brain-bending Square Soft adventure. Remember, running and

jumping is a great start. But this time around you'll also

need plenty of brains to finish.



You want a new kind of Mario action? Try the Yoshi races. But here's a tip: If you don't hit the buttons in the best, you'll get beat.



Flipping Frogstevens is a wise move if you want to know more about your future quest.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.



Prepare yourself for the most action packed, adrenaline pumping, infinite directional 3-D gaming experience ever!

- ★ Total freedom! Cruise on foot or fly with your jetpack through 25 wild 3-D environments.
- ★ 16 of the baddest, maddest monsters in the galaxy.
- ★ A vast arsenal of weapons including the power drill, flame thrower and meat seeker.

FRIGGIN' ALIENS!

THEY HIJACKED YOUR SHIP AND KIDNAPPED YOUR SHIPHATES

IT'S ENOUGH TO GET A GUY...



PO'ed™

NOW AVAILABLE
FOR PLAYSTATION
GAME CONSOLE!



Call 1-800-285-7166 to order, or for more information on Accolade products.

"PO'ed is insanely addictive. PO'ed stands out with so much innovation, unusual graphics, and insane weapons."

-Die Hard Game Fan



"PO'ed is one of the best action games of '96. A great addition to any PlayStation™ owner's library."



ACCOLADE

Check out our web sites: <http://www.accolade.com> <http://www.anychannel.com>

©1996 3D Realms, Inc. All rights reserved. 3D Realms, Inc. is a wholly owned subsidiary of Acclaim Entertainment, Inc. PO'ed is a trademark of Acclaim Entertainment, Inc. All other trademarks are the property of their respective owners. PO'ed is a registered trademark of Acclaim Entertainment, Inc. All other trademarks are the property of their respective owners. PO'ed is a registered trademark of Acclaim Entertainment, Inc. All other trademarks are the property of their respective owners. Manufactured and packaged in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION™2™ (COMPATIBLE WITH THE PS2™) AND PLAYSTATION™3™. ALL RIGHTS RESERVED. LICENSED BY 3D REALMS ENTERTAINMENT COMPANY, INC. TO ACCLAIM ENTERTAINMENT COMPANY, INC. PO'ED IS A TRADEMARK OF ACCLAIM ENTERTAINMENT COMPANY, INC. PO'ED IS A TRADEMARK OF ACCLAIM ENTERTAINMENT COMPANY, INC.

BORN OF THE ATOM. RAISED IN THE ARCADE.
EXPLODING ON SATURN!

MARVEL
COMICS

X-MEN

CHILDREN
OF THE ATOM

100% DIRECT
CONVERSION OF THE
#1 ARCADE SMASH!



X-POWER MOVES!



MULTI-HIT COMBO MOVES!



INCREDIBLE INTERACTIVE
BACKGROUNDS!



SUPER JUMPS AND
MID-AIR ATTACKS!



Marvel Comics, X-Men, Cyclops, Wolverine, Professor X, Storm, Phoenix X, Magneto, Juggernaut, Omega Red, Sabretooth, Spiral, Sentinel, and all characters herein are trademarks of Marvel Characters, Inc. and/or its subsidiaries. © 1996 Marvel Characters, Inc. All rights reserved. © Capcom Inc., Ltd. All rights reserved. X-Men: Children of the Atom is a registered trademark of Capcom Entertainment, Inc. All rights reserved. X-Men is a registered trademark of Marvel Characters, Inc. © 1996 National Entertainment, Inc. All rights reserved.

CAPCOM

Acclaim
ENTERTAINMENT, INC.

Fastbreak plays made into your favorite segments like they were played for an opponent team. Control Magic, Kareem, or anyone else in 11, 20, 32, or 62 game lengths.



7 GAME

THE CLOCK'S TICKING DOWN.

THE NO-LOOK PASS.
THE SKY HOOK TO BEAT THE BUZZER.
MORE THAN A SIGNATURE ON A BOX,
IT'S A LICENSE TO DOMINATE.



It's Showtime! Slam 'N Jam '96 featuring Magic and Kareem

brings you the same net-melting offense that culminated in five

championship rings. Set a bruising pick and run Magic and Kareem's patented no-look alley-oop.

You got hops? Clear the lane and challenge Kareem to a high jumping contest. Or call for a double-team,

all controlled with the squeeze of a plastic button. With their signature moves, you'll get nothing less

than in-your-face basketball. And see it all from the 3D "fastbreak"

perspective Crystal Dynamics' Championship Sports brings to the

hardwood. And that "agony of defeat" feeling? It's natural. Walk it Off™.



Available on the PlayStation™ game console and Sega Saturn™ systems.

COVER STORY

EGM UNCOVERS WHAT GAMES WILL BE AT E³, LIKE SF ALPHA 2, CONTRA AND MANY MORE. THE STORY BEGINS ON 82!

CONTENTS

GAME DIRECTORY

Atari Power Base	138
Atari ST	139
Atari 50	140
Atari 700	141
Atari 800	142
Atari 900	143
Atari 1000	144
Atari 1200	145
Atari 1300	146
Atari 1400	147
Atari 1500	148
Atari 1600	149
Atari 1700	150
Atari 1800	151
Atari 1900	152
Atari 2000	153
Atari 2100	154
Atari 2200	155
Atari 2300	156
Atari 2400	157
Atari 2500	158
Atari 2600	159
Atari 2700	160
Atari 2800	161
Atari 2900	162
Atari 3000	163
Atari 3100	164
Atari 3200	165
Atari 3300	166
Atari 3400	167
Atari 3500	168
Atari 3600	169
Atari 3700	170
Atari 3800	171
Atari 3900	172
Atari 4000	173
Atari 4100	174
Atari 4200	175
Atari 4300	176
Atari 4400	177
Atari 4500	178
Atari 4600	179
Atari 4700	180
Atari 4800	181
Atari 4900	182
Atari 5000	183
Atari 5100	184
Atari 5200	185
Atari 5300	186
Atari 5400	187
Atari 5500	188
Atari 5600	189
Atari 5700	190
Atari 5800	191
Atari 5900	192
Atari 6000	193
Atari 6100	194
Atari 6200	195
Atari 6300	196
Atari 6400	197
Atari 6500	198
Atari 6600	199
Atari 6700	200
Atari 6800	201
Atari 6900	202
Atari 7000	203
Atari 7100	204
Atari 7200	205
Atari 7300	206
Atari 7400	207
Atari 7500	208
Atari 7600	209
Atari 7700	210
Atari 7800	211
Atari 7900	212
Atari 8000	213
Atari 8100	214
Atari 8200	215
Atari 8300	216
Atari 8400	217
Atari 8500	218
Atari 8600	219
Atari 8700	220
Atari 8800	221
Atari 8900	222
Atari 9000	223
Atari 9100	224
Atari 9200	225
Atari 9300	226
Atari 9400	227
Atari 9500	228
Atari 9600	229
Atari 9700	230
Atari 9800	231
Atari 9900	232
Atari 10000	233

DEPARTMENTS

6	INSERT COIN
14-18	PRESS START
20-28	REVIEW CREW
32	GAMING GOSSIP
36-43	TRICKS OF THE TRADE
46-57	SPECIAL FEATURES
60-78	NEXT WAVE
82-106	NEXT WAVE PROTO
109	CONTEST
110-120	TEAM EGM
	INTERFACE:
124-126	LETTERS TO THE EDITOR
130	ADVERTISING INDEX

FACT FILES

- 60 SUPER NES**
Live out your legacy in Lufts 2.
- 64 GENESIS**
Shift between three characters in X-Peris!
- 66 SATURN**
Rage hard on the Saturn's version of Primal Rage.
- 70 PLAYSTATION**
Tekken 2 heats up the PlayStation.



83 NUMBER

WIN BIG!

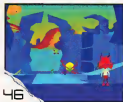
YOU WANT THE GOODS? DON'T MISS YOUR CHANCE TO ENTER THIS GREAT CONTEST...

CHECK OUT EGM'S EXCLUSIVE SONY EXTRAVAGANZA: WIN A 41-INCH TV AND MORE!

SCORE SOME OF THE BEST LOOT AROUND IN THIS ONCE IN A LIFETIME CHANCE!



96 ACTION GAME PREVIEW



46

IT'LL BE A HOT AUTUMN WITH THE NEWEST ACTION-PACKED GAMES!

You've never played action games quite like these before. They all contain heart-pounding gameplay, but now the action games previewed in this issue will be brought to a new level of gaming—a new 3-D level! Check out Bubuy 3D with its winding terrain that will make even the most hardened stomach tremble. Also, Pandemonium contains highly detailed graphics and lets you run through mazes at lightning-fast speeds. This fall will certainly be a scorcher—3-D style!

...NINTENDO'S MARIO 64...WILL BE THE FIRST 3-D GAME ON THE MARKET.

SNEAK A PEEK AT SOME TOP-SECRET E³ GAME PREVIEWS!

You won't have to wait for another issue to find out what was at E³. EGM editors dug in deep to get the scoop on which companies were showing what games. Street Fighter Alpha 2, Area 51, Vectorman 2, Rebel Assault 2, Grotzky 64 and more will tantalize your gaming taste buds. With over 22 pages of pre-E³ coverage, it will feel like you were actually there! What wasn't scooped in this issue, will definitely be in the next! Don't miss out on all the E³ action.

...SENT EDITORS UP AND DOWN THE WEST COAST, BATHERING EVERYTHING COMPANIES WILL BE SHOWING AT E³.



54



82

EGM SPANS THE GLOBE TO FIND THE LATEST GAMES!

Not satisfied with what the U.S. game companies want us to know, the EGM editors flew over 20,000 miles this month in order to cover the PlayStation Show in Japan and the ECTS in London. Well until you see the list of games that the companies didn't want us to see! How about Resident Evil 2, Super NES Street Fighter Alpha 1.5 and Streets of Rage 4 just for starters.

...CAPCOM OF JAPAN EXCLUSIVELY UNVEILED TO THE EGM EDITORS ALL OF THE VIDEO GAMES WHICH THEY WILL BE BRINGING OUT IN THE NEXT 12 MONTHS.

God

GAVE ROGER CLEMENS
A 98-MILE-AN-HOUR HEATER.

HE GAVE MIKE PIAZZA
AN EFFORTLESS HOME RUN SMING.

AND HE GAVE YOU, WELL, HE GAVE YOU

SO YOU GOT ROBBED IN THE GOD-GIVEN-TALENT DEPARTMENT. BUT DON'T LET THAT STOP YOU. YOU HAVE PLAYSTATION'S 3D REALISM THAT DELIVERS ALL THE PRESSURE AND INTENSITY OF PLAYING IN THE BIG SHOW. YOU CAN TAKE THE FIELD IN ALL 28 STADIUMS. IN ARCADE OR SIMULATION MODE. AND EXPERIENCE EVERY ANGLE OF THE GAME FROM THE MOST DYNAMIC PERSPECTIVES. YOU'RE UP AGAINST 700 BIG LEAGUERS PLAYING TO THEIR REAL ABILITIES BASED ON THEIR ACTUAL STATS. SO YOU GET TO WHIFF ON **JACK McDONNELL'S** SLIDERS.



PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. & SCE is a trademark of Sony Interactive Entertainment Inc. The Major League Club insignias depicted on this product are trademarks which are the exclusive property of the respective Major League Clubs and may not be reproduced without their written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Official Licensee - Major



HIS UNCONDITIONAL LOVE. ISN'T THAT ENOUGH?

CORKSCREW YOURSELF INTO THE GROUND ON **TIM WAKEFIELD'S** KNUCKLERS.

AND HIT PATHETIC NUMBERS OFF **DAVID CONE'S** SPLIT-FINGERED FAST-

PlayStation



BALLS. THEN YOU TAKE THE HELL AGAINST STICKS LIKE

ALBERT BELLE, MO VAUGHN AND **CECIL FIELDER,**

WHO'LL SEND YOU PACKING ON THE FIRST BUS BACK TO

PAWTUCKET. YOU CAN EVEN TRACK YOUR EMBARRASSING

STATS OVER THE ENTIRE SEASON. BUT NO MATTER HOW

MANY TIMES YOU TAKE A CALLED THIRD STRIKE, NO

MATTER HOW MANY OF YOUR HANGING CURVES ARE JACKED

INTO THE NEXT ZIP CODE. ALWAYS REMEMBER: YOU'RE

STILL LOVED. AND THAT'S ALL THAT'S IMPORTANT.



League Baseball Player Association. Logo © MLBPA/MLA. Developed by Sony Interactive Studios America. © 2006 Sony Interactive Entertainment Inc. Call 1-800-771-3772 for information on Game Ratings. For game facts call 1-800-833-SONY (7669). The charge is \$ 95 per minute (avg. length of call 4 min.). Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. © S. only. <http://www.sony.com>

PRESS START

SATURN COMES DOWN TO EARTH



SPECIAL SUBSIDY

Aside from power consumption, this Saturn's specs are identical to the original Saturn.

■ Model: SST-3220

■ Dimensions:

- Width: 16.2 in.

- Length: 9.0 in.

- Height: 32. in.

■ Power Source:

AC 100V, 50-60 Hz

■ Total Power Consumption: 12 W

■ Main CPU: 3 MHz Hitachi processors

(28.6 MHz, 23MHz)

■ Sound: Motorola 68000 (11.3 MHz)

■ Memory (RAM): 16

main, 12 video, 4

sound, 4 CD-ROM

buffer, 4 IPL ROM

Quoniam in paper, the goal defies logic: How can a video game system that originally cost \$400 sell for half that price and still work exactly the same?

Well, Sega has somehow pulled it off by unveiling a Japanese Saturn 2.0

system that sells

for \$199 and

sports a new

white casing and

controller color

scheme.

Sega

offers two

reasons for

bringing out a

new Saturn. First,

Sega of Japan

streamlined production of

the 32-Bit system, which

helped reduce manufacturing

costs. Second, Sega sought

to broaden the Saturn's appeal

in Japan with a new look and

better price.

"The colors are softer, and it

appeals more to an audience

that the original Saturn didn't

target, which had something to

do with the price," said Sega of

America's Terry Tang. "This

\$199 Saturn... it's going to

appeal more to the women, it'll

appeal to younger people—

obviously more people can

afford it. So the [white] color

and the control and the feel of

the control pad, and the entire

Saturn overall, is designed to appeal to the masses."

Ultimately, the why is not

as interesting as how Sega

pulled off the feat. EGM

cracked open a Saturn 2.0 system

to find out how Sega was

able to make a \$298 Saturn

for \$100 less. EGM

also compared it

to the guts of a

U.S. Saturn to

look for differences

from the original.

On the

outside, little

seems to have

changed aside

from the white

casing. All the

controller, input and

output ports are located in the

same spots. The power and

reset buttons are now circular

rather than oval, and the red

LED that showed CD access

has been removed.

However, the insides of

the original and 2.0 version

are literally as different as

night and day, with the

new version being more

consolidated and cleaner.

The white Saturn's main

motherboard is roughly 20

percent smaller than the original

and includes the I/O port.

(The original version had the

I/O port mounted on a separate

silicon board, located directly

above the two main Hitachi

processor chips.) The master

Reset switch, which in the original

is hidden behind the battery

cover, is now the new

Reset button. The white Saturn

now has a separate board for

the controller ports; originally,

they were connected to the

main motherboard.

Sega apparently cut costs by

getting rid of wiring, some of

which was used to ground the

system, and replacing metal

parts with plastic ones—most

notably within the CD door

How
did Sega share
\$100 off the price of
its 32-Bit system? EGM
went under the hood
of the new Saturn
to find out

HOW WILL SONY COUNTER SEGA?

It's no secret that Sega's playing hardball in the system price war, with a \$199 system in Japan and a \$289 system in the U.S.

What is secret is Sony Computer Entertainment's reaction to these price cuts. In Japan, Sony had released a package system—console, two controllers and memory card—that sold for less than \$250.

However, Sony officials have remained rather tight-lipped about how Sony will counter Sega's price drops. Initially, a Sony official stated in March that the company had no price announcements to make. However, phone calls to SCEA for a pricing update were not immediately returned.

SCEA's reticence may mean a major surprise announcement

is in the works. Furthermore, the Electronic Entertainment Exposition in Los Angeles seems a likely place to make the announcement.

Sony does have a track record when it comes to price announcement surprises. Last year, then-SCEA President Steve Race, instead of delivering a wined oratory about the U.S. release of the PlayStation, merely uttered "S299" before sitting back down.

Will Sony try to repeat such a scenario at E? With a "S199" speech perhaps? Will Sega closing in on Sony's sales numbers, such a price drop is almost inevitable—gamers will just have to wait for it.



The CD drive has fewer wire connections to prevent skipping. The drive is mounted on rubber bobbles that act as springs.

1. Two main Hitachi SH2 processors
2. Motorola 68EC000 sound processor chip
3. Cartridge slot
4. Controller ports
5. Connection to I/O board
6. Master reset switch
7. Battery
8. Audio/video port
9. Communication connector port



THE U.S. SATURN: AN INSIDE LOOK

assembly. On the original model, a maze of wires connected the CD drive to small LEDs on the front of the system. These have been eliminated; in the Saturn 2.0, a long fiberglass protrusion transmits the LED light.

The CD motor and lens assembly now has a better integrated sit-on board and appears more compact. The assembly it rests on is not connected to the motherboard, as the original was.

Most importantly, the technical specs for both systems are identical, meaning that Sega has not sacrificed any chips or memory to cut costs. The main Hitachi processors and Motorola sound chip have merely been moved around,

along with most of the other chips, and the board features more double-sided soldering. All of Sega's own proprietary chips appear unchanged except for two (labeled IC7 and IC8 on the motherboard), which have been cut in half in size and placed on the underside of the motherboard.

Some small chips seem to have come from different manufacturers. Sega may have crafted deals with chip suppliers for volume-discounted deals—another way for Sega to trim costs.

Sega has no plans to release this specific model in the United States, but could very well introduce an equivalent \$199 model over here later on this year.

THE SATURN 2.0: AN INSIDE LOOK



While it looks busy, the new Saturn board is far more cleaner and compact. 1. Two main Hitachi SH2 processors 2. Motorola 68EC000 sound processor chip 3. Cartridge slot 4. Connection to controller port board 5. I/O port 6. Master reset switch 7. CD Drive connection 8. Audio/video port 9. Communication connector port

DESPITE SATURN PRICE CUTS, N64 STILL STICKING TO \$250—FOR NOW



While the Sega Saturn's price drop to \$200 in Japan and \$250 in the United States may have sent ripples throughout the video game market, it doesn't seem to have shaken Nintendo's boat—at least on the surface.

As gamers may recall, Nintendo officials have repeatedly promised to debut its Nintendo 64 system for \$250 or less. When that price was first announced in 1994, it seemed a bargain deal for 64-bit technology. The \$250 price tag also would have given Nintendo an edge last year, when new 32-bit systems hit store shelves at prices between \$300 to \$400. In 1994, the N64 finds itself in a bind as 32-bit system prices drop to \$250 or less.

Despite these cuts, Nintendo has apparently decided to remain faithful to a \$250 price tag. "Nintendo has made no indication to us if they're going to make any such announcement" regarding an N64 price change, according to Nintendo of America spokesperson Eileen Tanner.

A price cut for the N64 seems an unlikely scenario at this juncture. Even with 32-bit system prices headed south, Nintendo still has projected a huge demand for the N64—even with a \$250 price tag—making further price cuts meaningless. Furthermore, should Nintendo decide to include a pack-in with the system, a \$250 price tag would seem justifiable. Nintendo will probably address the need for a price reduction this holiday season, based on how well the N64 sells and whether competitors announce even more drastic price cuts or packages.

PRESS START

Making a major splash in the PC gaming arena is **300** and its in-house software team, **Studio 300**. On the hardware front, 300 has licensed out its M2 technology to **Cirrus Logic**, a PC accelerator board maker. **Cirrus** will combine the

M2's 3-D engine with **Cirrus'** video graphics controller technology, according to a **300** statement. The next task at hand is to sign up software developers to create titles for Cirrus' accelerator boards. One of those developers will certainly be **Studio 300**, which has announced plans to create PC games. Ten titles are scheduled for release this year; most will be port-overs of popular **300** games such as *Killing Time*, *Captain Quazar* and *SnowJob*. **Studio 300** has also enlisted the help of pit gaffer John Daly to create an original golf game for the PC and other platforms.

Sega of Japan has made official plans to market an MPEG video player adapter for the **Sega Saturn**. The MPEG adapter is scheduled to hit stores this fall, although price has not yet been determined. A similar release in the U.S. appears for more hazy, primarily because the CD video market here has far less marketing potential, according to a **Sega of America** spokesperson.

A TALE OF SEGA'S TWO SATURN CONTROLLERS



U.S. VS. JAPAN: WHICH IS BEST?

All of Sega's game players have spent countless hours with both types of Sega Saturn controllers. Here's what some thought of both country versions.

- U.S. Mike** **7** Dan
- 6** Shawn
- 6.5**

Mike Deamond: When it comes to fighting games, the Japanese controller is much better. The U.S. controller is a bit bulky, while the Japanese one is slimmer and better contoured to a player's hand. **Dan Hsu:** In any conceivable scenario, the Japanese joystick wins hands down. In general, you can feel the quality just by holding both controllers in your hands. The Japanese one is very solid. The American one, on the other hand, feels hollow. The Japanese controller comes out ahead with the directional pad and L and R buttons. The D-pad is made of a softer plastic and is shaped better for pressing it diagonally. The top buttons protrude a bit more in the Japanese controller, making for a better feel when pressed. **Shawn Leiber:** I found it strange how similar the U.S. Saturn controller was to the U.S. Genesis controller, not necessarily in the design, but in the feel. I always thought the Genesis pad felt kind of fragile, even though it was bulky. The U.S. Saturn controller is the same way. Also, the U.S. Saturn controller is too big. The Japanese controller is sleek and feels more secure in your hand.

- Japan Mike** **9** Dan
- 7.5** Shawn
- 8**



When it comes to controller design, most system makers change very little from one country to the next—perhaps a new color scheme or a different logo.

A few, such as Sony, make minor changes to controllers. The Japanese version of its PlayStation controller is about 10 percent smaller than the U.S. one to account for hand size. However, the basic design remains unchanged.

Then there's Sega and its Saturn, which stands as the only system that underwent major controller changes from Japan to the U.S.

Why does the Saturn have two styles of controllers, and how different are they? EGM investigates

At first glance, the two controllers look very different. The curved gray shape of the Japanese model appears far more conventional than the exotic black boomerang shape for the U.S. version. The latter is also a touch heavier and a half-inch taller than the Japanese version.

For the most part, the button and D-pad layouts are identical, the primary difference lies with the top shift buttons, which stack out more in the Japanese version.

"Besides the shift buttons," said Sega of America spokesperson Terry Tang, the exterior changes are "mostly cosmetic."

However, a look at internal components within each controller reveals far more drastic changes—changes which some gamers claim affect performance.

Both versions use technology used in portable computer keyboards: When a button is pressed, a small rubber pad comes in contact with the circuit board, completing a circuit. Instantly, an electrical signal is sent back to the computer.

First off, the directional pad housing appears far more sturdy within the Japanese version, which uses four prongs to keep the D-pad from rotating. The U.S. controller has only two, which results in a looser feel for the D-pad.

Even more interesting is the button housing. While the Japanese buttons are totally separate, those in the U.S. version are held in a special plastic case. Each button is connected to a thin plastic spring



The curved boomerang shape of the U.S. Saturn controller necessitates a three-part integrated circuit board (above). The Japanese controller (below) reveals a far cleaner design, requiring half as many soldering points. The top button switches appear identical in both versions.



that helps it pop up after it's pressed. Sega created the button housing possibly to streamline the assembly process.

The most curious difference within these controllers are their circuit boards. The Japanese version appears clean and compact. Soldered on top are mechanical switches for the shift buttons—the only ones that use switches. Conversely, the U.S. controller's curved profile forced



While the six buttons in the Japanese version are separate, those in the U.S. version are linked and housed in a plastic mold (above) that gives the buttons a little extra spring.



Sega to design a complex three-part circuit board, soldered together by wires, but it's highly unlikely that the board design would affect controller response times in any way.

Interestingly, the U.S. controller EGM studied was assembled in Taiwan, while the Japanese controller was made in Japan. The same holds true for the circuit boards, although the IC chip within both was made in Japan.

According to Tang, the original controller design came from Sega of Japan. Sega of America then used focus groups to tailor the design for U.S. gamers' needs.

DEATH.

It's what they live for.



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a gut feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad, Verm, merciless madman, and Chaos, a friendly fella who happens to swing a sickle.

All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you out.

<http://www.playmatestoy.com>



PlayStation



TAKARA®

Battle Arena Toshinden 2 and its characters are trademarks of Takara Co., Ltd. © Takara Co., Ltd. 1996. Programmed by Tamsoft, 1996. All rights reserved. PlayStation, the PlayStation logo, and the Ps logo are trademarks of Sony Computer Entertainment.



1628 Truax Way
La Mesa, CA 92040
(619) 543-1100

Can you tell which King of Fighters '95 is which?



Whether by CD, cartridge or both, SNK delivers a virtually identical port of the Neo-Geo arcade game to both the Sega Saturn and Sony PlayStation. In fact, the versions look so close, most players will be hard-pressed to find graphical differences between the three versions. Can you figure out which screen comes from which system? The answers are at the bottoms of this page.

KING COMBO

Thanks to some savvy technology, the Saturn's King of Fighters '95 combines CD and cart seamlessly

One of the hottest debates in video gaming circles—aside from the “my system is better” wars—deals with which format will survive longer: CDs or cartridges. On one side, CD proponents complain that carts are expensive to produce and unable to carry the amount of data needed to produce a quality game. On the other side, cart supporters criticize CDs’ slow loading times—something cart games never worry about.

This debate had no middle ground until arcade game maker SNK stepped into the fray with King of Fighters '95.

SNK first released this game as a cartridge game for its high-end Neo-Geo home systems. It has also decided to create a CD version of the game for the Sony PlayStation.

Of course, both versions have limitations. The cartridge has a high price tag, while the CD version will likely suffer from data loading delays.

None of this, however, is as newsworthy as how SNK decided to make the Sega Saturn version of Kof '95, released earlier this year in



The Sega Saturn version of King of Fighters '95 is the first-ever 32-bit game that uses a CD and ROM cart combo, which speeds up data access.

Japan. By all accounts, it's the first game that uses a CD and ROM cart in tandem.

This new technology makes Kof '95 “the complete translated version [of] the arcade game,” SNK of Japan's Takeshi Umeda said. He added that the Saturn lacked enough memory to make CD data access smooth enough, which is why the cart is needed. However, the cart does not have any save game functions such as high scores, Umeda noted.

It's not surprising that Kof '95 was the first title to take advantage of this technology. For those unfamiliar with the game, Kof '95 lets players choose teams of three from a gallery of 24 characters. Because of the many possible combinations, SNK sought to avoid the load times that a CD-only game would have.

In essence, the combination provides the best of both worlds. The CD contains the main program data and music, thus ensuring high-quality sound. The ROM data on the cart helps shorten data loading times, which last just one or two seconds on the Saturn between matches.

From a cost standpoint, the combo package in Japan sells for just under \$70 U.S.—just \$10 more than CD games.

As of press time, no official word has been offered by SNK of America as to when Kof '95 or other SNK titles will be released for 32-Bit systems here in the United States.

Fatal Fury returns! Terry Bogard is just one of 24 characters featured in King of Fighters '95.



NINTENDO'S 32-BIT COLOR PORTABLE "PROJECT ATLANTIS" TO BE READY IN FALL

EGM has learned that the British company—Advanced RISC Machines (ARM) has been contracted to create a power saving chip for Nintendo's top-secret "Project Atlantis" color portable game system. This chip would allow batteries to last for up to 30 hours...an unheard of feat considering the Nomad eats six AAAs in just 2 1/2 hours.

The chip to be used is the ARM710. An ARM spokesperson told EGM "No comment, but if you look at the requirements...high volume, portable...decent performance, then we'd be a natural fit."

ARM 710 SPECIFICATIONS:
Clock Frequency: 25 MHz
Dhrystone MIPS: 23
Power: 0.15 watt

The system will have a 3-by-2-inch color LCD screen, at least four buttons, a link port and a port for connecting an external controller. Nintendo of Japan is reportedly working on *Mano's Castle*—the first game for this system.

NEGA ITEM PRICES SET FOR JAPAN

Nintendo of Japan has set prices for the Japanese Nintendo 64 accessories. They include:

- 8P Switch (¥15)
- 8P Mediator (¥10)
- Mensural A/V cable (¥15)
- Stereo A/V cable (¥15)
- S-Video cable (¥25)
- Controllers (¥25) in five colors: black, blue, green, red and yellow
- AC adapter (¥25)
- Controller pack 25pk (¥15)

MAJOR LEAGUE BASEBALL
PLAYERS



KONAMI
XXL
SPORTS SERIES™



IT'S A WHOLE NEW BALLGAME IN THE BOTTOM OF THE 9TH.

FLUID 3-D
POLYGON ACTION
STADIUM ANNOUNCER
700 MLBPA
PLAYERS
MEMORY BACKUP



SIGNATURE MOVES
TRADES
FULL SEASON
AND PLAYOFF MODES
VOCAL UMPIRES
ERRORS



Coming soon on
Sega Saturn™

www.konami.com



3-D INTUITIVE
BATTING SYSTEM
TRAINING MODE
WIND CONDITIONS
"PLAY-BY-PLAY"
ANNOUNCER
PLAYER STATS



"BOTTOM OF THE 9TH"



KONAMI.

REVIEW CREW

THE REVIEW CREW



**ANDREW
BARAN**

CURRENT FAVORITES:
Resident Evil
A-776111
SP Alpha

I've been looking out all the latest 3-D based action games. It's interesting to see all of the different companies taking the same concepts in so many different directions. What do the gamers want?



**MARK
LEFEBVRE**

CURRENT FAVORITES:
Return Fire
Resident Evil
Need For Speed

After weeks of Action I couldn't take it anymore. I needed some action. Resident Evil gave me the fix. I was looking for Now I'm saving my cash for the new releases like Gears and DarkStalkers.



**MIKE
DESMOND**

CURRENT FAVORITES:
Resident Evil
Tekken 2
SF Alpha/SF Alpha 2

Now that I have finally beat King's Field after many long hours and late nights, I have found myself playing Resident Evil and Tekken 2. Hopefully, I'll finish these games before the release of DarkStalkers.



SUSHI X

CURRENT FAVORITES:
SF Alpha 2
Night Warriors
Blazing Dragons

As reviews slowed down I started to look into a lot of home games. There is a great variety out there, and with the N64 coming soon, I can't wait for more! I want to be an old friend and swing partner. Sagorara

HOW GAMES ARE RATED...

The reviews that are published in EGM are created after each gamer on the Review Crew that plays through the game to be reviewed. The Crew then independently writes EGM reviews based on the quality of the product, originality and challenge. Each rating is taken to complete, and based their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

ANDREW
MARK
MIKE
SUSHI X

SATURN

ULTIMATE MK3

WILLIAMS



GAME OF THE MONTH

CATEGORY: FIGHTING

CHALLENGE: MEDIUM

BACK-UP: NONE

The Sega Saturn springs a surprise at the consumers by getting exclusive rights to one of today's hottest arcade fighters. All the expected secrets are included, as well as the combos, skills, Himebubus, jet dodges, etc. What else is there to say? If you liked playing UMK3 in the arcade and you want to play it at home, you have only one choice: Play on the Saturn. Everything is well translated except that the characters are smaller on the Saturn. That's to be expected of home conversions of arcade fighters. If you like 2-D fighters, UMK3 is one of the best games out there. It has plenty of techniques to learn and secrets to find.

I have to admit that I'm a fan kind of digital lights, but MK3 is a bit at best in a cloudy sort of way. The combos are my favorite part. Boom, boom, boom, boom and you're in there with 35 percent damage. You've gotta love that! The last one, which seems to always be a problem with MK versions on CD, is kind of annoying. There's about a 10-second wait before each fight. There's a bug also has a loading problem. Although this may not sound nice, it has never to do with the games that with "hang" times. The music is great and the sound effects are devastating. Graphically, MK3 is identical to the arcade version. It has begun again.

Fans of Ultimate MK will really enjoy this port. The graphics and sound are nearly flawless. Any arcade fanatic will not have a problem picking up the controls and start pulling all combos since all of the combos and special moves can be done quite easily. Unfortunately, UMK3 suffers from the deadly "load time syndrome." It takes about a second or two for the Shiryu Tsunami to occur. It can't be controlled. The load time, UMK3 is thoroughly fun. With all the secret combos and hidden characters, it is just like having the arcade machine in your home. UMK3 is a must-have for the hardcore Martial Combat fans.

MK3 fans who didn't get enough in the arcades can now play UMK3 at home! The biggest question is: how well did it translate? The answer is simply: near-perfect! All the moves, finishes and combos are very easy to pull off, and the game almost seems a bit easier to play. All the secret and hidden characters are present, including Human Snake. The only downside is the somewhat heavy load time—a surprise after the short wait time on a Sega Saturn. If you like the MK3, you'll want to give this a try. There are seven new characters, jump-in combos, new moves, better balancing of characters, endurance increases, etc. It's keep you fighting for a long time.

BEST FEATURE: ALL SECRETS ARE IN

Worst Feature: MINOR LOAD TIMES

TIME TO COMPLETE: SHORT

ALSO TRY: UMK3-ARCADE

GENESIS

X-PERTS

SEGA OF AMERICA



CATEGORY: ACTION

CHALLENGE: MODERATE

BACK-UP: PASSWORD

X-Perts is a side-scroller, which warlocks into run, roll, run, kill. The unique factor here is that you control one of three characters at the same time by switching control over to whomsoever's active. You have a real-time game where the action, although redundant, never pauses. These characters are a real drag. Even though they are named different things and sound in different ways, all they really consist of is you standing in front of something, pressing a button, and waiting for that character to finish. The concept of controlling three players at once is nice, but the rest of the game will not hold your attention for long.

Your mission, if you choose to accept it, will be to defeat three strange characters aboard an underwater fortress, killing the same enemies over and over again until you win. X-Perts is not fun. The part of the game that makes it interesting is the idea. It is a nice concept like this could work beautifully—just not in X-Perts. I like how you can choose a different character to control while the other one is doing something in another area. It's kind of hard to watch the awkward animation of the characters when you're moving. They look silly when they're standing there, but when they start walking or kicking... ouch!

X-Perts does not hold up well in a sea of side-scrolling fighters. The difference between this and the reason is that you get to control one of three fighters at a time. It may seem like you're choosing alone, for a while, you might come back to find himself dead. The three are usually in separate areas of the game, each with their own objectives to take care of. Any of them can be entered at any time, so you'll have to manage your own time well. The fighting leaves a lot to be desired. Here it's where most of the action lies, but future looks you with a mediocre game—the missions are pretty uneventful. Rent this game if anything.

Um... I just don't think this game is going to go very far. It sports a great idea—controlling three characters at the same time at different locations in the game. A very nice bit of excitement builds knowing that while you're on one person's screen, either of the others may be fighting or dying at the moment. The gameplay is what ruins it. The fighting and missions are boring. There's not much of a challenge at all in pressing a couple of buttons to punch or kick enemies to death. Each character has a special weapon, but you can't move while using it! What good is that? I would like to see the best concept of X-Perts taken further. Is a better game.

BEST FEATURE: REAL-TIME MISSIONS

Worst Feature: REDUNDANT ACTION

TIME TO COMPLETE: MEDIUM

ALSO TRY: ANY SIDE-SCROLLER

Ask and Thou Shalt Receive!

KING'S FIELD™

A Fully Rendered Epic Quest for the PlayStation™

Enter a realm of fantastic reality. A new dimension in gameplay that will take you in, captivate you, entice you, and ADDICT you to its wiles! King's Field is like nothing you've ever seen...

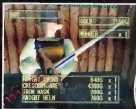
Explore vast new worlds in the first non-linear, action adventure role playing game for the PlayStation. A gigantic, fully rendered world awaits you. A world where you can go anywhere you see, anytime you want... Jump off ridges, climb stairs, travel through water, fight enemies, look up and down, all in real-time! The beauty of the fully rendered 3D scenery will captivate you... the enemies (complete from ANY angle), will haunt you, and the dungeons and mazes will have you transfixed! Once you venture in...there is no escape.

The insidious Necronites have stolen the moonlight sword! As

Snails spit poisonous venom. Try to get beside them to hack at their neck.



Alexander, destined to become avatar, you must risk life and limb to retrieve the coveted blade for your beloved king. Take heed though...the island of Melanot is infested with the minions of evil. Necron, an evil and powerful sorcerer has taken hold of the island...feeding off of the legendary "Blue Light," he is bending the will of all inhabitants of the Island to his own evil intent. Legends also tell of a sleeping beast in the darkness...a great dragon slumbering in wait of the time of swakening. If you dare go further, prepare yourself for the many forms of evil the island has to offer...Skeletons, giant octopi, stag beetles, dragonflies, soldiers under Necron's control, and many, many others, possibly even



Merchants are expensive but sell some very important items.



Be aware that enemies can attack from any direction... you must look up or down to find some of your foes.

Including a showdown with Necron himself!

In addition to the forces of evil, be ever mindful of your actions. A healthy dose of diplomacy and wit will carry you far with the uncooperative inhabitants of the island. You'll need their help from

Move carefully around the giant Kraken. He has a long reach and can easily push you into the deep water.





Try not to kill this man, for he offers some very valuable trades.



Before you get too hasty with your sword, green slime also cures poison.



Healing fountains are scattered throughout the island. Finding one will restore your hit points to the max.

Each new track will take you to a different ending point within the system.

elaborate mining tracks set up within the crystal mines.



time to time, and they also have a veritable plethora of useful items, services, and advice! Multiple side quests will have you constantly involved in the intricate plot line...leave no request unheeded!

For your transportation throughout the muddled masses of mazes, you will find a series of

By using the mining carts you find, you can travel along the miles of tracks that snake their way throughout the crystal mines.

Each new track will take you to a different ending point within the system. To reach secret caves and ledges it will take a courageous leap out of the cart into darkness but, beware, some

passages are guarded!

Of course you won't go in empty handed...but starting out shipwrecked on the island, you have the bare minimum (armed with a dagger and your wits alone)! Luckily, a wide assortment of progressively more powerful weapons can be found, taken, or

bought while on the island. Also included in your arsenal will be the magic of five crystals as you find them in the dungeons: Fire, Earth, Wind, Water, and Light will each yield their own special magic!

King's Field will take you on an unforgettable journey of epic proportions! Your own courage will decide your fate...victory or death, CARPE DIEM (seize the day)!!

Will you rise to the challenge?



You'll find this opponent in the coliseum. If you do not defeat him, he will steal the Dark Slayer when Leon makes it.



Copper Knight is the first of the four bosses you will have to fight before you reach Necron.



Tarn is the second boss. The Flame Sword and any of your Fire Spells work well against this formidable adversary.



This evil beast has an array of quick and powerful attacks. Try to dodge his magics and nail him with your own.

EQUIPMENT CREATED FOR A TRUE WARRIOR



- ⊕ 360° directional disk for precise movement and control.
- ⌈ High-tech 8 button design in a 4/4 layout.
- ⌘ Rugged ABS molded construction.
- ⊖ Comfortable ergonomic design.



- ⌋ Independent Auto Turbo and Turbo Switches.
- ⊖ Slow Motion feature.
- ⌈ 7 foot cord.
- ⊕ Comfortable ergonomic design.
- ⊖ High-tech 8 button layout.

CHOOSE YOUR WEAPONS WISELY



- ⊖ Hands Free Auto and Turbo Volcanis.
- ⌘ Adjustable Turbo Speed.
- ⊖ Slow Motion feature.
- ⌈ Rugged steel control stick.
- ⌋ 7 foot cord.



PLAYSTATION

WILLIAMS ARCADE CLASSICS

WILLIAMS



CATEGORY: ACTION

CHALLENGE: MODERATE

BACK-UP: MEMORY CARD

This is one disc definitely worth picking up. It's perfect for those times you need a quick video game fix. You can't argue that you are bored if you don't want to think about your job (something I strive for every day), and up to the classics you can enjoy any of the games for just a few minutes to a few hours. If you enjoyed at least a couple of these in the arcades as a kiddie, you'll want to own this compilation. I'm sure about it—you may have to wait a chance to play these classics in any other format. Other features include rendered screens used so that you can see the original and the ability to save your high scores (check it out soon!).

Although it sounds kind of silly to play primitive games on an advanced system like the PlayStation, Williams Arcade Classics is a great compilation that takes you back to when games are meant to be fun. All of the games are exactly like the originals, with the same long play time (they used the same code) than the music and effects as in the originals, but this can't be wonderful. The sounds are kind of seriously out of sync, but they do, from the original which is what counts. Sure, they were made out with a Doom version of Asterix, or a Mortal Kombat version of Bubble, but the originals are so much more enjoyable!

Any gamer who ever wanted to play the arcade like a real deal would love this. The compilation includes more than just 15 games. In well, there are interviews with the program that give some behind-the-scenes look at the making of the classic. The games are identical to the original, using the exact same coding. Unfortunately, those who are not fans of the classic might not enjoy this compilation as much as those who are, but it can still provide some company for all in all. Williams Arcade Classics is a must for those who are die-hard classic arcade-up game fans.

In a virtual game, I'm really a sucker for those classic games. Nothing is fun as old as a reintroduction of without any improvements, but these are classics that are fun, and they are just like the original. Using the same code as the old arcade, you can't work if you can't play the game. I've played the game a lot, and it's really fun. Being the original, the game is fun as hell. I've used to the buttons on the original and it's really fun. I've used to the buttons on the original and it's really fun. I've used to the buttons on the original and it's really fun. I've used to the buttons on the original and it's really fun.

BEST FEATURE: SIMPLE ACTION

WORST FEATURE: AGING GAMES

TIME TO COMPLETE: MEDIUM

ALSO TRY: NAMCO CLASSICS

PLAYSTATION

TOSHINDEN 2

PLAYMATES



CATEGORY: FIGHTING

CHALLENGE: MODERATE

BACK-UP: NONE

I appreciate both Toshinden because they combine the 2D look of what fighters with the 3D moves of what fighters. Games like the 3D at the Toshinden are fun to look at, but I want to see fighting. Fighting Dragon (and other fighting) is actually superior to the games that use 2D graphics. I've played a lot of the 2D games, but I don't like them as much as I do the 3D games. I've played a lot of the 3D games, but I don't like them as much as I do the 2D games. I've played a lot of the 2D games, but I don't like them as much as I do the 3D games.

It's really hard to see a sequel come out that is better than the original. Toshinden 2 adds a new first step to the old way of Toshinden with more effects, more moves and a special attack. Besides the graphics have been really improved. They've added new lighting and shading effects. The graphics show more emotion, either they win or they lose. It's really fun to play the game more and more. The 3D look is really good. The game is really fun to play. The graphics are really good. The game is really fun to play.

The original Toshinden was a real treat, and the second isn't too far behind in upgrading the graphics. Some of the original features are still there, but they are well developed and enhanced. The new features are really good. The graphics are really good. The game is really fun to play. The graphics are really good. The game is really fun to play.

Now the look of the graphics is really good. The graphics are really good. The game is really fun to play. The graphics are really good. The game is really fun to play. The graphics are really good. The game is really fun to play.

BEST FEATURE: LARGE CHARACTERS

WORST FEATURE: INFERIOR TO YEZ

TIME TO COMPLETE: SHORT

ALSO TRY: VIRTU FIGHTER 7

PLAYSTATION

POED

ARCADE



CATEGORY: ADVENTURE

CHALLENGE: ADJUSTABLE

BACK-UP: MEMORY CARD

POED is a hell's roller coaster: an anti-chaotic ride through random 3D levels. Besides a few minor puzzles, the only thing distracting this game from the masses is its touch of humor. You play a chaf armed with flying pans, timing missiles (which you can control in a first person perspective) and more. Four enemies are products of strange imaginations: all of them are created by the developers. All of the scenes quickly wear off, however, and you are basically left with another, you-know-what. The game never gets exciting. Will you like it if you've never played a Doom game before, then maybe.

One would think that with a game so geared over to a technically naive audience system, it would be easily simplified. This isn't the case with POED. There is a slight graphic and speed increase, but overall, it's the same old dreary POED. If you've never played the 3D version, that's okay. I'll give POED one thing—it is funny. Sometimes for no purpose, sometimes not. There's plenty of wack-a-mole and various puzzles to complete, but overall it's a lousy game that looks pretty good in detail. The enemies are strange, but not very impressive. The 3D level platformers are as fun as paper! Maybe it's a failure, but I doubt it.

When playing POED, one might think it is just another Doom-style game, but as the game progresses, it is quite different. The graphics, although not crystal clear, are detailed enough to make navigation around the may look very easy. The driving levels are also a good bit of fun, and make the game look like a real deal. It's really fun to play. The graphics are really good. The game is really fun to play.

Let another Doom-style game enter the market, but this one we've already seen before (see 3D). This is basically just another Doom game with some cool weapons and puzzles to solve. There are some cool levels that change after a bit of playing. Overall it has the same feel as any other. If you are not walking through and playing, you'll play the game. The graphics are really good. The game is really fun to play.

BEST FEATURE: IT'S SILLY

WORST FEATURE: NO EXCITEMENT

TIME TO COMPLETE: MEDIUM

ALSO TRY: ALIEN TRILOGY

**YOU DON'T NEED GUTS
TO PLAY THIS GAME,
YOU JUST GOTTA KNOW
WHERE TO PUT 'EM.**

Want to play doctor? Here's your chance to run an emergency room. You diagnose, treat and, hopefully, discharge a healthy, living patient. *Emergency Room* is all the real-life drama of being a doctor without the malpractice insurance. You'll deal with over 400 possible cases—from hangnails to gunshot wounds. All brought to life by over 30 minutes of digital video, a Hollywood cast and 1,500 photo-real 3-D graphics. Lives are hanging in the balance, so rush to your local software dealer. Code Blue. Or visit www.cdrom.ibm.com.



IBM



PLAYSTATION

BLAZING DRAGONS

CRYSTAL DYNAMICS



CATEGORY: ADVENTURE

CHALLENGE: MODERATE

BACK-UP: MEMORY CARD

Blazing Dragons is a colorful and engaging graphic adventure set in a medieval period. Personally, I'm not a fan of point-and-click games where you have to move your cursor around the screen to look for "hot spots" but that's because I do not have the patience for them. The puzzles in Blazing Dragons are a little challenging, but that's mainly due to them being obscure. Some things you have to piece together just do not make sense to me! This game helps by having the main character think out loud some times that help you just enough to keep it interesting and not frustrating. This one was very funny to watch. The script was a hoot!

Full-screen click adventures have never been my thing, but I do enjoy them. Blazing Dragons was very interesting. Every other medieval story I've heard has always had knights, knights and peasants that were human. This game has dragons as the characters. There are humans in the game, but they're generally bad. You love to love the English script and this game is full of it. No lame voices either! There's a really nice, old, and strong sword character you control. In other words, you're always putting something together. In other words, the puzzles are good for your brain. There is a slight problem with load time every time you enter a new scene or scene.

In my opinion, Disneyworld, even to date, has been the best and most interesting point-and-click adventure ever to surface on the PlayStation. This decision was obviously stated, however, when I fell into the side-splitting humor in Blazing Dragons. The site has everything you need to grab your attention and keep you there for hours on end. I like the game speed and natural loading time that causes action to always advance at a steady pace. Only your thinking cap and common sense problem-solving ability add fuel into the life of a dragon with a quest. This one is a perfect backdrop when the troll at DW has left, be prepared to laugh.

On the same shift as Dookworld, but a lot less that is a very colorful and fun adventure game. This type of game is probably more familiar to computer game players in the category of games by Sierra. True to this style, there are some great dialogues and real puzzles to solve. Overall the game is pretty intuitive with a built-in hint feature (the Intervention book). This game seems to be geared toward all skill levels due to its wit and humor. A big bit of these types that way back, and I like the best of dragons as the central characters and the whole Camelot part. The access one is its only drawback but it's a real problem. A great line for adventures.

BEST FEATURE: IT'S VERY FUNNY

WORST FEATURE: LOAD TIMES

TIME TO COMPLETE: LONG

ALSO TRY: DISHWORLD

SATURN

GUARDIAN HEROES

SEGA OF AMERICA



CATEGORY: FIGHTING

CHALLENGE: MEDIUM

BACK-UP: BATTERY

This is the best side-scrolling fighting game I've played since the Final Fight series. Look at what you get to do in the Story Mode. Select a fighter, travel through the lands while getting to choose what path of the story you would like to take and destroy anyone who gets in your way with loads of different attacks and special powers. You can perform combos, you can cast magic spells, you can jump the bad guys until they turn to mush. It's fantastic action! Once you've finished, you can play as any of the computer bots that you've defeated in a separate Street Fighter-type VS. Mode! This disc is highly recommended for fighting fans.

Once in awhile a game comes along that makes the genre's goals stand out. Guardian Heroes is one of those games. A mixture of fighting and side-scroller make this one really fun beginning to end. What comes first leads you to look of and enemies that you'll love to beat aside for major koi. The anime style of the characters is pretty cool, too. The story has a choose-your-own-adventure feature of different paths which adds variety. The two things that led me to the VS. Mode, because the characters are so incredibly unbalanced in fighting ability and special attacks and the repetition when it hits.

Until now, fighting games have been just that—a little revolving around combat. Guardian Heroes, on the other hand, blends the fighting action into a well-rounded RPG that has multiple goals and endings depending on your sidescroller in the game. I also like the feature of your characters going up in level with experience. This adds a unique factor to the title and supplies the players with hours of constantly changing action. Guardian Heroes is a great title for players looking for a game a little out of the norm. Grab a friend and enjoy a simultaneous best bet on the attacking strategies. This one should be missed.

This is a very innovative addition into the basic Final Fight class of games. This takes the same side-scrolling action and instillates the complexity with huge combos, juggles, five characters, an auto ally and more. Hell it's colorful, just like they also add in the use of magic, RPG elements, multiple endings and paths, as well as a VS. fighting-type game. Simply put, this game is packed with a lot of gameplay and action some may find it too much like the Final Fight series, but there is a lot more to it. My one gripe is the levels that are short and seem to crop just a bit too much on the screen especially later on to really fight well. Still a very nice action offer.

BEST FEATURE: STORY MODE

WORST FEATURE: UNBALANCED VS. MODE

TIME TO COMPLETE: SHORT

ALSO TRY: FINAL FIGHT SERIES

SATURN

CONGO

SEGA OF AMERICA



CATEGORY: SHOOTER

CHALLENGE: ADJUSTABLE

BACK-UP: BATTERY

Silly, Congo contributes nothing really new to the Doom game. You can control a thick jungle with a 3-D, first-person perspective while shooting enemies. Congo does have a cool jungle ambience. The music and background noise sets the mood well, it gets a little scary when you hear something rattling behind the trees. Unfortunately the effect is ruined when you actually see the cartoonish enemies who die comical deaths. The levels lack variety, though they add in the general mood of the game—being alone in a large jungle. Several times I thought I was lost, which is really hard to do with Congo's all made mapping system.

This one is one of the only funniest. Most of the time makes you wonder if you're watching Congo. The T&S miniseries. What you see on your first-person journey through the Amazon jungles, you'll encounter strange, man-sized spiders, spear-throwing leeches and floating, disemboweled heads. Well, all of those in the movie! The movement is too fluid for someone walking and the sprites and scenery get way too polished when you're even slowly crawling to them. The funny thing is that some of the enemies look like they're made of clay. Congo tries hard to be a good game, but fails. Maybe a side scroller should have been done instead.

Congo had City of Zinj as a title that attempts to base its success on the big-budget movie. Unfortunately, unlike reality, this game is quite a dud. The game control isn't colorful, but due to substandard graphics and limited free-moving control, Congo is just tires. The low limits rate of Congo makes navigation and aiming tedious, which can be quite frustrating to say the least. Although some games may find some enjoyment hidden within the tedious, boring action, I found nothing, but frustration and time to lose. I have not interested through a television commercial. It costs you more money, try this one first, it will probably save you money in the long run.

I have to admit to being fed up with all the Doom clones. This game does a decent job on the genre, but it doesn't add anything above and beyond. The downside is that enemies—great bugs, apes and spiders—just don't look or respond that great. On the plus side is the ability to run and jump which adds a bit of gameplay. Still, the three add especially the movie just don't interest me. This is not to say this isn't a good game, just that I'm basically getting sick of third person of this genre who might have enjoyed the movie or liked the story line will definitely like it. There is nothing extraordinary about Congo but it is a solid game if you're in that market.

BEST FEATURE: OUTDOOR 3-D

WORST FEATURE: BAD PLAY

TIME TO COMPLETE: MEDIUM

ALSO TRY: DOOM

U L T I M A T E

MORTAL KOMBAT



The wait is over.



The biggest Mortal yet is now on Sega Saturn.



©1995 Midway Amusement Games. All rights reserved. Mortal Kombat, the Dragon Ball, and the Fatalities are trademarks of Williams Amusement Games. Licensed and created by Williams Amusement Games. Williams is a trademark of Williams Amusement Games, Inc. Licensed by Sega Enterprises, Ltd. Mortal, Mortal Kombat, and Fatalities are trademarks of Sega Enterprises, Ltd. Sega Saturn and Saturn are trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners.

SATURN

TOSHINDEN REMIX

SEGA OF AMERICA



CATEGORY: FIGHTING

CHALLENGE: MEDIUM

BACK-UP: NONE

What many people considered a killer app for the PlayStation arrives on the Saturn. The graphics and animation are top-notch. Two things prevent it from reaching extremely high first: #1 being released in the shadow of its sequel, Toshinden 2 has more characters and special moves and reminds you that it's an improvement over the original. Second, and I hate to say this, but some of the moves were a bit hard to pull off on the U.S. and Japanese controllers. If you can't play Toshinden 2, then by all means, get this one. Remix is a cheap 3-D fighter that is faster than the likes of Virtua Fighter 2 or Tekken.

I was very disappointed in Toshinden Remix for the Saturn. First, let me open the voices of the characters. They're as awkward to hear as funny. Sola's voice is almost as deep as King of Fighters' a strong fighter, but one of the things during the fights are a lot of grunting and grunting in loud, screeching yells. More important than this, there really weren't any major enhancements. Sure, some dresses and hair, but that's not enough to make me happy. The only thing that I like is to watch the art of the characters on the Selection Screen. That's not worth \$60 though. The drawback is this new art is that when you select your character, there aren't multi-colored ones to choose. This is a good one is not.

With a name like Toshinden or the cows, I was expecting a lot more from what was housed within the title. The gameplay is broken, and many of the moves are exclusively difficult to get off when you needed them. Although many may like the slight differences in the play, I found this one to be nothing more than a partial reborn at a title that has the name to sell a lot of copies over before the game is based on. If the graphics would have at least been improved, I may have passed this one on the scale. Players who loved the original may get into this one, but I will be waiting for the second version. Let's get reviews to rest leaves.

On the plus side, the Story Mode is a great addition. I think any Toshinden fan will want to play through. The other new feature (the extra character really don't impress me). In fact, I find it hard to see why anyone would want to play Remix when they could go out and get Toshinden 2 (very soon). This game is average but the graphics and especially the sounds aren't special. Sure there are some remix and playability differences from the PS version but beyond that there really is no big overhaul in graphics or dynamics. Unfortunately the timing of this game really hurts it. It is a decent fighting game but with its sequel out I just didn't get into it.

BEST FEATURE: ANIMATION

WORST FEATURE: CONTROL

TIME TO COMPLETE: SHORT

ALSO TRY: TOSHINDEN 2

NEO-GEO

ART OF FIGHTING 3

SNK



CATEGORY: FIGHTING

CHALLENGE: ADJUSTABLE

BACK-UP: NONE

This game is five years past its prime. It's a choppy 2-D fighter. The special moves and combos are easy to pull off, but they're not implemented well. For example, every character has a mindlessly damaging move called Ultra-Cool attack that can be used when your health is down to a fourth. This move can do almost 50 percent damage. It doesn't even hit if I'm winning and someone pulls off one more, which cannot be blocked by the way, that kills me. Some characters have easier joystick motions for Ultra than others, leading to uneven gameplay. AoF3 is just not a well-balanced game, there are plenty of better fighters in existence.

There sure has been plenty of these types of fighting games out lately. Does anything make Art of Fighting 3 better than the rest of the side-view types? Not really. The main thing that makes the game fun is the super-powered "depression"-type moves. Unfortunately, these can't be blocked and they're relatively easy to pull off. This makes for a one-to-two player action (or else, they get in a dramatic pose when there's an air attack, instead of creating the feeling of an immense attack, it creates an annoyance. How many sequels can be released before the idea gets old? Besides, they could have had more original moves.

Art of Fighting 3 really didn't impress me as much as I thought it would considering it is the third release and all. After a few moments into the game, I thought I was playing The Art of Antagonism. The game just rebbed my fun by the wrong way with its half-produced character changes and the new revamped fighters that are just as lame as the last batch. Before the next AoF comes out, I hope SNK gives some serious thought to actually making the title into something of worth instead of just a new compilation. Or on serious thought, don't even bother wasting valuable production time on another twisted sequel.

I must admit to actually being shocked at the quality of this game. Neo-Geo has had some of the best fighting games with lots of sequels but they would have just stopped at AoF2. One thing Neo games are known for is their innovations of adding new features in each game. This game has a few new additions such as the Ultra moves and a limited anti-combo system. Unfortunately these features are just a good. They don't add anything to gameplay and in fact imbalance it. Also, the game plays very slowly and simply contains nothing very original. With only eight characters and basic moves, this game just isn't up to par with other fighters.

BEST FEATURE: ULTRA MOVES

WORST FEATURE: NOTHING NEW

TIME TO COMPLETE: MEDIUM

ALSO TRY: THE LAST TWO

GAME GEAR

BAKU BAKU ANIMAL

SEGA OF AMERICA



CATEGORY: PUZZLE

CHALLENGE: ADJUSTABLE

BACK-UP: PASSWORD

This game is very simple. That's quite rare since I'm not in the young age group that this game is geared toward. The point of this Tetris-type puzzle game is to fit things up for the right animal to eat—pile up bones for dogs, carrots for bunnies, etc. You can cause chain reactions which, like most games of this type, will cause extra pieces to fall on your opponent (which can be the computer or another human). I do like this game—if I quick to pick up and doesn't take a lot of technique. If you have a young puzzle lover in your family, Baku Baku is worth buying. It's non-threatening fun anyone can enjoy, but kids will hit it up.

I've always found it hard to sit back and relax with a puzzle game. Most of the time it's a super staid from the detail and distraction involved with most other games out nowadays. Baku Baku is a bunch of fun even though it's geared toward children. At least I hope. It's geared toward children. In the classic game every way I will be the one winning! Ho ha! The game isn't like a 10 or 100 into where you have to match up certain types of blocks with each other. The difference with Baku Baku is that you have various food items that you match up with different types of animals. What fun!

Hand-held systems and puzzle games work together hand-in-hand to give players the best fun they can have while on the go. Baku Baku Animal is a great Tetris-style game where you can build up combos and use some strategy to defeat the computer. Instead of just the speed of your piece placement. Although at first the animal shapes may look a bit childish along with matching them with their respective food, Baku Baku is a great title that contains more fun than is expected at first glance. Grab your Game Gear and experience the most ingenious title to appear on a hand-held since Tetris first release.

This is your typical puzzle game with a cute animal twist. The point of the game is Tetris style where you match up animals and their corresponding food. The overall theme seems like a kid's game, but just like most puzzle products, you can build up chain reactions and cause massive combos that will dump a lot of "pieces" on your opponent. The complexity is up to the player and it can give even experts a good head. There is a cute and friendly overuse that may make it appear to be a kids-only game, but don't let the animals and liddle dialogue fool you. This is a very fun game and is an especially great title for a portable format.

BEST FEATURE: NEW TWIST

WORST FEATURE: EYE STRAIN

TIME TO COMPLETE: LONG

ALSO TRY: BAKU BAKU SATURN



JUST BECAUSE YOU HAVE TO GO TO YOUR ROOM DOESN'T MEAN YOU HAVE TO STAY THERE.



ANY ROOM
IN YOUR HOUSE INTO
A VIRTUAL PLAYDEN FOR YOUR

**INTRODUCING THE
PERFECT REASON TO
GET THE PARENTAL
UNITS TO BANISH YOU
FROM THE LIVING
ROOM. VIRTUAL
i-glasses! VTV™ TURN**

**FAVORITE VIDEO GAMES. JUST PLUG THE VIRTUAL
i-glasses! INTO YOUR SYSTEM (SONY™, SEGA™,
NINTENDO™, 3DO™) AND LOSE YOUR HEAD IN A
VIDEO GAMING EXPERIENCE LIKE NEVER BEFORE
POSSIBLE. COMPLETE WITH VIVID FULL-COLOR
IMAGERY ON A VIRTUAL BIG SCREEN AND FULL
BLOWN STEREO SOUND. TOTAL PRIVACY. TOTAL
INTENSITY. TOTAL GAMING!
SO, WHAT ARE YA WAITIN'
FOR? GO TO YOUR ROOM!**

VIRTUAL I/O
i-glasses!

YOU HAVEN'T SEEN THIS BEFORE™

GO TO YOUR NEAREST  OR CONTACT VIRTUAL I/O AT 1-800-666-3759 OR <http://www.vio.com>

©1998 Virtual I/O. All Rights Reserved. Virtual I/O and i-glasses! VTV are trademarks of Virtual I/O. All trademarks are the property of their registered owners. Great Videos. Multiple. And. For. You!

Available now for the PlayStation™ game console

HARDBALL 5

in a league by itself.

"HardBall 5's wealth of stats and options will deliver hours of fun."

Electronic Entertainment

"This year the action is better than ever."

Computer Gaming World

"The best baseball sim currently available?"

Electronic Entertainment

★★★★★

Fusion

"A fine baseball simulation that is sure to please even the most discriminating baseball fan."

Computer Gaming World



...and a top-down view of baseball. With "hardball-style" camera view, you're right in the action, with the target strike zone highlighted.

PLAYER EDITOR

HardBall 5

Player	Position	Age	Height	Weight	Throws	Bats	Salary
John	Pitcher	28	6'10"	200	R	L	\$1,200,000
Mike	Pitcher	32	6'8"	180	R	R	\$800,000
Tom	Pitcher	25	6'5"	170	L	R	\$600,000
Steve	Pitcher	30	6'7"	190	R	R	\$700,000
Paul	Pitcher	27	6'6"	185	R	R	\$500,000
Bob	Pitcher	31	6'9"	195	R	R	\$900,000
Tim	Pitcher	29	6'8"	188	R	R	\$750,000
Eric	Pitcher	26	6'6"	175	R	R	\$650,000
Mark	Pitcher	33	6'7"	192	R	R	\$850,000
Greg	Pitcher	24	6'5"	165	L	R	\$550,000

Baseball 5.0 © 1997 Accolade

Our complete "Player Editor" tool instantly sets every stat and spring under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill.

VISIT THE ACCOLADE WEB SITE AT [HTTP://WWW.ACCOLADE.COM](http://www.accolade.com)



New player animations are smoother and more detailed, letting you see the batter cover "Dance in" transition windows let you make your best pick-off move to the bag.

PLAYER EDITOR



Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life, on-field and off.



Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 356-color SVGA graphics!



Get new user interfaces that give you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!



It's all here: pick-off plays, hit-and-run, outside squeeze, lowering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!



Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!



Experience the best of baseball history with the bonus "Legends League"—12 great legendary teams from history, come to life in 32 beautifully rendered old-time stadiums.



For maximum variety in gameplay, change any manager's tendencies as any team and see the results play out on the field out in the stars.



This "5th generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-to-life baseball gameplay.



PlayStation PC CD-ROM



See for yourself!
For demo:
<http://www.Mediasoft.com/>
MediaSoft/MS-Info



ACCOLADE

Nintendo Talking To Panasonic? 'Bulky' Drive Gets New Name New N64 and PlayStation Games Acclaim Splits the 16-Bit Scene

Latest On Mortal Kombat 4 Williams Soags Atari Games 'Atlantis' Color GameBoy Game Translator Revealed

It's time to step into the better box and take a few high hard ones as Team Q delivers a sizzling batch of gaming gossip from the most reliable rumor rippers in the big leagues. As always yours truly has collected a grand slam of goodies from inside corporate board rooms and behind developer doors, including the best hear-say money can't buy. We start this month's sojourn with tidbits from Nintendo and beyond. The Q hears that the shirts at the big 'N' have been testing the waters with Panasonic about DVD technology. Although there's nothing concrete at this point, my sources have confirmed that talks have taken place. Nintendo is also suffering some aches and pains associated with what is sure to be the big hardware event of the year, the launch of the N64. Software appears to be the true trouble, the Q-Mann hears, with only one sports title (Kin Griffey Jr. Baseball) and possibly as few as three titles at launch. Nintendo is wrapping up their unique N64 Disk Drive, now being referred to in the company's hallways as the 64DD. Formerly known as the 'Bulky' Drive, this add-on still faces a projected Japanese release date of November, '96, with a planned stateside introduction next summer. The Q has pegged the price of the unit somewhere around \$150 and plans call for a 2 Meg RAM expansion cart. Expect the upgrade to ship in Japan with the latest installment of the Dragon Quest saga, with the N64 version of Legend of Zelda to follow.

Staying on the Nintendo bandwagon, the Q-star hears that the company is close to releasing a complete list of third-party developers making N64 games. The latest additions to this top secret list include Namco and Sega. Among the first games Namco is rumored to be developing is a racer called Dirt Dash, while Capcom is working on a Street Fighter-type game and Konami is completing versions of Castlevania as well as Contra. Presently, Killer Instinct 2 is not on the schedule of N64 releases and according to Q sources, the game is being packaged specifically for the new mega-machine. Look for Sony to counter Nintendo's introduction with a massive flurry of software releases tied to an overwhelming marketing blitz. The folks at Sony saw this as the last great threat to their new found dominance and a campaign that outs the machine's greater variety of games is what they hope will sway people away from the N64. Some of the games that will definitely be on the Sony PlayStation docket come this Christmas include Twisted Metal 2, Destruction Derby 2, and Wipeout XL. Intertay will bring out Reloaded (the sequel to Loaded) and Rock 'n Roll Racing 2, while Capcom will offer Street Fighter Alpha 2 and a version of Mega Man.

In other news, Acclaim has abandoned the 16-bit cart format, taking a \$50 million loss in the process. Look for the company to come on strong, however, with multiple releases on all major hardware formats and PC. In other 16-bit news, it has been confirmed that Electronic Arts will be bringing out versions of John Madden NFL Football '97 and a new version of NHL Hockey '97 for the Sega Genesis later this year. Super NES versions of those games will be coming from THQ.

Williams Entertainment sources told the Q that Mortal Kombat IV would use a new technology and would be unlike anything ever seen before. Recently, 3Dfx Interactive announced a strategic alliance with Williams Electronics Games, allowing the company to use 3Dfx's Voodoo Graphics chipset in its next-generation coin-op games. The chipset features texture-mapped graphics capabilities that exceed 1 million triangles per second for photorealistic 3D gaming. Could this be the brain behind the blood in the next MK machine? In other Mortal Kombat IV news, the Mann hears that Williams isn't planning on using actors in the new game. Since it won't be a 2-D fighter, and characters will be represented as texture mapped polygon figures, the programming team is using skeletons to create the character forms similar to the technique employed in War Gods. In that fighting game, the skeletal structures were motion captured, and the skin and faces of the characters were then added. Some in the gaming business have been wondering about Williams recent purchase of Time Warner Interactive. One of the main reasons they made the deal, according to insiders, was to get access to the company's library of arcade titles - from Crystal Castles to Area 51.

The keepers of that little green gecko lizard are on the move. Crystal Dynamics, have inked a deal with Marvel Comics, based on its new Edge line of mature-audience comics. Crystal is planning on making two 32-bit titles to be released this fall. Scavenger plans to deliver both Scorcher and Ainko, two softs originally planned as Saturn specific, for the PlayStation later this year.

The long-rumored color GameBoy, code-named Project Atlantis, is nearing completion. Reportedly, the machine will feature a 2" x 3" screen and boast an amazing 30 hours of battery life. I'll believe that one when I see it. Elsewhere in the technology department, a company called Nichi-min Graphics showed off a way to stream a computer image to a Saturn, a PlayStation and an N64 simultaneously. Of the three, the Saturn was the static image only while the PlayStation and N64 won honors with the best and worst conversions respectively. The technology mirrors a similar approach used by Acclaim to make their trans-system conversions easier, faster and cheaper. Expect other companies to follow that lead if the Nichi-min system becomes widely available. That closes out this installment of Gaming Gossip, my Quarterfriends. Until next month, remember to always go for the Gaurik and listen to the Mann.

-The Q

THE ULTIMATE POWERPLAY!

Subscribe to

EGM and EGM2

Get 24 issues of the biggest
and the best video game
mags with new reviews,
layouts and the first info on
the hottest new games
delivered every 2 weeks for

ONLY \$36.95

use the special savings
coupon below to order now
or call,

1.800.846.8503



VISIT THE NUKE INTERNETWORK™ TO START YOUR SUBSCRIPTION ONLINE @ <http://www.nuke.com>

Don't Wait! Get 24* full color issues,
1 year of EGM & EGM2 for ONLY \$36.95.
(*12 issues at \$99 & \$99.95) You'll get the inside scoop on
the hottest games, reviews, previews, interviews
and behind the scenes reports that
can't be found anywhere.

Send Payment To:

Electronic Gaming Monthly
P.O. Box 1733, Lombard, IL 60140-0625

Make check or money order payable to Sendal Publishing Group, Inc. Canada and Mexico add \$24.00 per yr. All other \$195. Argps/ checks or money orders must be
payable in U.S. Funds and must be drawn on an American Bank. (American Express money
orders, or any other type of check or money order that would go through a U.S.
branch bank) Please allow 4-6 weeks for delivery. **AB0022**

**ONLY
\$36.95**

Name _____

Address _____

City _____ State _____ Zip _____

E-Mail Address _____

— Payment Enclosed — Bill Me

For Credit Card Orders, Call:

800.846.8503

Your gateway to gaming on the internet.



THE ABOVE LISTED COMPANIES ARE NOT AFFILIATED WITH US. ALL RIGHTS RESERVED. THE ABOVE LISTED COMPANIES ARE NOT AFFILIATED WITH US. ALL RIGHTS RESERVED. THE ABOVE LISTED COMPANIES ARE NOT AFFILIATED WITH US. ALL RIGHTS RESERVED.



<http://www.nuke.com>

TRICKS OF THE TRADE

TRICKMAN TERRY GETS SETTLED IN

Well, it looks like Terry and his wife finally found a decent place they can call "home." So many things went on during this time that the Trickman's brain went on overload. But the stress of change soon passed and everything is now back to normal! (How normal can Trickman Terry really be?) The Trickmeister also decided that he needed help opening all of those letters from loyal fans, so he went and got a dog he could train to open letters for him. First off, he needs to teach the dog not to relieve herself in the house! The Trickdog (named Casey) will need quite a few lessons before she can open letters for Terry. In the meantime, keep sending your awesome tricks, codes, cheats and FAQs to:

Tricks of the Trade
c/o Sendai Publishing Group
1920 Highland Avenue, #222
Lombard, IL 60148
or send e-mail to: egmtricks@mc.com

If Casey doesn't eat all of the Trick mail, Terry will look for pizza winners that he can show off in the next issue. Send in your best stuff. If your trick is chosen, you'll get your name printed in this awesome magazine and we'll also send you a FREE game for the system* of your choice! Make sure if you send e-mail that you include your real name, address, city, state and zip code.

Sendai Publishing Group is not responsible for the return of unsolicited e-mail messages, and we do not guarantee to return the same. For better service, we request that you include your e-mail address in all correspondence with us. In addition, we request that you provide a return address and contact information, including phone number and zip code, on all correspondence. This will ensure that we can contact you if necessary. We do not assume any responsibility for the loss of unsolicited e-mail messages or for the damage to your system. Please note that we do not accept any responsibility for the loss of unsolicited e-mail messages or for the damage to your system. Please note that we do not accept any responsibility for the loss of unsolicited e-mail messages or for the damage to your system. Please note that we do not accept any responsibility for the loss of unsolicited e-mail messages or for the damage to your system.

TRICK OF THE MONTH CYBERIA

SYSTEM: PlayStation PUBLISHER: Interplay



Enter your name as NEMRODSIM on the keyboard.



At this screen, leave the skill levels of one and go on.



Pause the game and choose Load from the options.

At the beginning of your game, you will be asked to enter your identification. Put in the name: NEMRODSIM then press the Enter key on the screen's keyboard. Once you do this, a screen with arcade and puzzle skill levels will appear. Both skill levels will be at one.



You will have access to all of the levels in the game! You will have access to all of the passwords of the game!

CHEAT SHEET: THE ULTIMATE LEVEL CODE

Enter NEMRODSIM as your identification at the beginning of the game. This will let you keep both the arcade and puzzle levels at one and will give you access to all passwords!

(Normally, only one skill level can be moved to one.) Now begin your game, then press START to pause. A menu will appear. Choose Load from this menu. You

Logan Parr
San Francisco, PA

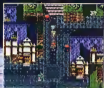
SCORE BIG WITH A CONTROLLER FROM INTERACT ACCESSORIES AND EGM!

Everyone who sends in tricks to the Trickman has a chance to win the Interact accessory of his/her choice for one of the following systems: PlayStation, Saturn, 3DO, Super NES, Genesis, Game Boy or Game Gear! If you send in a great trick, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! Contests like this are only found in the Biggest and Best Video Game Mag, EGM!



EGM is a monthly magazine published by Interplay. It is not responsible for the return of unsolicited e-mail messages, and we do not guarantee to return the same. For better service, we request that you include your e-mail address in all correspondence with us. In addition, we request that you provide a return address and contact information, including phone number and zip code, on all correspondence. This will ensure that we can contact you if necessary. We do not assume any responsibility for the loss of unsolicited e-mail messages or for the damage to your system. Please note that we do not accept any responsibility for the loss of unsolicited e-mail messages or for the damage to your system. Please note that we do not accept any responsibility for the loss of unsolicited e-mail messages or for the damage to your system. Please note that we do not accept any responsibility for the loss of unsolicited e-mail messages or for the damage to your system.

THE ULTIMATE ROLE PLAYING GAME!



Lufia IITM

Rise of the Sinistrals

Copyright © The Game Boy, Nintendo Game Boy, and the Game Boy logo are trademarks of Nintendo.
Lufia II, Rise of the Sinistrals, and the Lufia II logo are trademarks of Natsume Inc.

This exciting sequel to the Lufian legend pits monster hunter Maxim and six adventuring companions against the sinister Sinistrals. The story develops into a complex maze, challenging you with big battles, puzzles and loads of surprises. You can even grow your own monsters! You will enjoy countless hours on a fantastic journey in the world of Lufia!

LICENSED FROM

TAKITO

OFFICIAL

Nintendo

LUFIA II, OFFICIAL LICENSED
FROM TAKITO, TAKITO
AND THE ORIGINAL TAKITO
LOGO ARE TRADEMARKS OF
TAKITO INCORPORATED OF
TAKITO INCORPORATED OF
TAKITO INC.



Distributed by
SVG Distribution
8411 S. Las Colinas Blvd.
Irving, CA 96031

For dealer inquiries or the
nearest store location, call
310-568-9800

NATSUME
Serious FunTM

NATSUME Inc.
1000 Gilbreth Road, Suite 229
Burlingame, CA 94010

SUPER NINTENDO
ENTERTAINMENT SYSTEM

NEED FOR SPEED

SYSTEM: PlayStation PUBLISHER: Electronic Arts

KILLER CODES

NEED FOR SPEED

—by Electronic Arts
for PlayStation

This trick will allow you to play the game in Full Screen Mode with no distracting gauges. Right when you begin a race and the traffic signal is counting down, press and hold either DOWN-LEFT or DOWN-RIGHT until all of the gauges disappear. If you want them back, all you have to do is press DOWN-LEFT or DOWN-RIGHT again until they reappear.

Michael Lidke
Winter Park, FL



Press DOWN-LEFT or DOWN-RIGHT to hide the gauges.

EARTHWORM JIM 2

—by Playmates Interactive
for Super NES

As soon as you complete a level in the game, you will see a picture of cows. The largest one looking at the screen will open its mouth and say, "Well done." Using the X, Y, B and A buttons on the first controller, you can manipulate the speed and tone of what the cow says. Just press any of the buttons to make the cow say, "Well done" again, and experiment with them to change how it is said. If you leave the buttons alone for a while, you'll go to the next level in the game.

CHEAT SHEET: HIDDEN TRACK, RALLY MODE, NEW CAR

CODE TRIP
Go to Tournament Mode and enter the password TSYBNS. Now choose any Race Mode, and when highlighting a track or your car, press and hold the L1 and R1 buttons.

When choosing your Race Type, access the Tournament Mode, highlight the Password Option and enter in: TSYBNS

This will give you the hidden track, Lost Vegas. Now, go back and choose any race type. With your track of choice highlighted, press and hold L1 and R1. The track will turn into a Rally Track (except for Rusty Springs). Now when you highlight your car, press and hold L1 and R1. The car will turn into the Warrior—the fastest vehicle you can get!

Brian Shoyer, Roswell, GA



From Tournament Mode, enter the code: TSYBNS



The code will give you a hidden track, Lost Vegas.



Go back, choose the race type and highlight the race...



...Activate. Press and hold L1 and R1 for Rally tracks.



You may also highlight your car, press and hold L1...



...and R1. You'll get the speedy Warrior car!

THE HORDE

SYSTEM: Saturn PUBLISHER: Crystal Dynamics

CHEAT SHEET: FOUR INCREDIBLE CHEAT CODES

CODE TRIP
When you're in the midst of a game, just press START to pause and enter any of the cheats listed for various results such as POW sequences and all items will become available.

Here are some awesome cheats to help you through the game. Just begin playing then pause the game. Next, enter any of these codes

with the first controller for the results listed below:
LEFT, A, UP, DOWN, B, A, B—The entire map of the current habitat is revealed.
A, DOWN, DOWN, RIGHT, A, DOWN—Allows you to continue playing the game even if your entire village is destroyed.
RIGHT, A, LEFT, LEFT, A, UP, B—Lets you watch all of the full-motion video sequences in the game—one after another.
B, RIGHT, A, LEFT, LEFT, DOWN, RIGHT, A, A, LEFT—All items in the game become available.

Michael Castle
Muncie, IN



You'll get more area to work with when you reveal the map.



You can even watch all of the full-motion video in the game!

Be careful what you
say to her,
she's hiding a crossbow
under that dress.

And for the few who aren't impressed,
let's not forget Shadow's **black belt**
in **Ninjitsu** PhD in computer
science, and the two other
X-PERTS fighting along-
side who can do just
as much damage.
And all three of
these trained

government specialists are just
waiting for you to control them—
pounding terrorists, torturing
the ones who

won't cooperate, hacking Aquas
computer system. All for the sake of National Security. And while
you wield your X-PERTS against the bad guys, you'll be doing so with
motion captured SGI rendered graphics, which means saving the
free world will look better than ever—after all, just look how she
turned out.



For more information on the X-PERTS series, visit our website at www.sega.com.
© 1997 Sega of America, Inc. All rights reserved. Sega, the Sega logo, and X-PERTS are trademarks or registered trademarks of Sega of America, Inc. in the United States and other countries.



For more info visit Sega's web site at <http://www.sega.com>
or on CompuServe at GO SEGA.



KILLER CODES

GAME SHARK CODES



—by Interact Accessories

PlayStation Codes

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Twisted Metal—

Infinite Fire Missiles:
801A1C00 0002
Infinite Freeze Missiles:
801A1C02 0002
Infinite Catapults:
801A1C0C 0002

The Reikon Project—

Infinite Lives (Player One):
800ECF40 0003
Max Vulcan (Player One):
800ECF28 0008

Street Fighter Alpha—

Player One Invulnerable:
801B710C 0050

King's Field—

Loads of Gold:
80199440 C350

Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to

continue on 42

BLACK FIRE

SYSTEM: Saturn PUBLISHER: Sega

CHEAT SHEET:

INFINITE WEAPONS FUEL
INVINCIBILITY SPACE RIP

CODE TRIP
At the Title Screen, you may enter any of the codes shown below for various results. A voice will say a sentence, which will confirm that it was entered correctly.

All of these codes are to be done at the Title Screen
Replenish Fuel and Weaponry: Press L button, A, Z, Y, A, DOWN, DOWN. You'll hear a sentence to confirm that it worked. During the game, press START then START again to replenish ammunition or fuel.
Skip Stages: Press and hold C, then B, then A, then UP, then L button. Now, release A, then C, then L button, then UP. You'll hear a voice confirmation. Now in the game, hold A, B, C and UP. Now



Do all of these special codes at the Title Screen.



Press START then press START again to replenish.



Enter the code for Invincibility and you'll never get hit.



Do the stage skip code, then hold A, B, C, UP and press L.

press L button to skip ahead
Invincibility: Press and hold A, then B, then C. Release C, then B, then A. Now press B, A, B, Y, hold X, press UP, press and hold DOWN and release the X button. You will hear a voice to confirm this is correct. Now you're invincible!



You will automatically be brought to the next mission!

RISE 2: RESURRECTION

SYSTEM: PlayStation PUBLISHER: Acclaim

When you're at the the Selection Screen, about to choose your robot fighter, take controller one and press RIGHT, RIGHT, RIGHT, UP.

UP, DOWN, LEFT, LEFT, DOWN, DOWN The Boss, Vitrol, will suddenly become available. This robot will take a lot of damage and also hits hard, making it a formidable foe to any computer opponent!



At the Player Selection Screen, do the trick.

CHEAT SHEET:

PLAY AS THE BOSS
VITROL

CODE TRIP
At the Player Selection Screen, press RIGHT, RIGHT, RIGHT, UP, UP, DOWN, LEFT, LEFT, DOWN, DOWN. The Boss, Vitrol, will appear. Choose this robot to cause major damage to your foes.

Freddy Jimenez
Waco, CA



The Boss, Vitrol, will now be at your disposal.



That trick is always fast; a sure winner!

Flamin' Yawn trashed my house.
Psycrow stole my lady.
I've got a backpack full of snatt.

This ain't gonna be no picnic.

EXCLUSIVELY FOR
SEGA SATURN

EARTHWORM
JIM

2

PLAYMATE
PIE

MADE IN CHINA
K&A

SEGA

<http://www.playmatetoy.com>

SEPARATION ANXIETY

SYSTEM: Super NES

PUBLISHER: Acclaim

CHEAT SHEET:

HARD MODE

At the Title Screen, move to Enter Password and put in the code: MRRYPN. This makes the game very difficult to beat.

This code will make the game extra difficult. When the Title Screen appears, move down to the Enter Password Option. Now put in the code:

MRRYPN

This will make the game twice as hard!

Andrew Cole
B.C., Canada



This code will make the game harder.

KILLER CODES

GAME SHARK CODES

(CONTINUED)

modify the codes because they are supposed to be entered as shown here:

NFL Quarterback Club-

Master Code:

F60290D0 C305

B8002800 0000

Player Two Never Scores:

1603EC54 0000

Mortal Kombat II-

Master Code:

F6000914 C305

B8002800 0000

Infinite Energy:

160BDB70 00A1

Opponent Has No Energy:

160BDD04 0000

Hang On GP-

Master Code:

F6000914 C305

B8002800 0000

Infinite Time:

1604BCE2 003C

D-

Master Code:

F6000914 C305

B8002800 0000

Infinite Mirror Hits:

1601F80A 1A60

LEMMINGS 3-D

—by Pygnosis
for PlayStation

Here are the codes for the Mayhem Ring of Lemmings 3-D:

01. Gargany
02. Keoleng
03. Marocain
04. Obtemper
05. Tastevin
06. Velfozia
07. Borachio
08. Jackaroo
09. Coolsmom

continued on 43

GOAL STORM

SYSTEM: PlayStation

PUBLISHER: Konami

CHEAT SHEET:

STONE HEADS

When the Title Screen appears, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, SQUARE, CIRCLE. When you begin your game, your players will have Moai heads from Easter Island.

When the Title Screen appears, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT,

Square, Circle. You'll hear a cheer. Now your players have Moai heads from Easter Island. It's funny to see!



At the title Screen, enter the very complex hexcode.



Players with Moai heads will be on your team. It's hilarious!

THE RAIDEN PROJECT

SYSTEM: PlayStation PUBLISHER: Sony Computer Entertainment

CHEAT SHEET:

FREE PLAY

Adjust your settings accordingly and on the Miscellaneous Menu, move to the Credits Option and press Square, Triangle, Circle, X simultaneously for Free Play.

to Miscellaneous and choose it. On the Miscellaneous Menu, move to Credit Limit and press the Square, Circle, Triangle, X button all at the same time and then let go. The credit number will change to Free Play.

Stacy Norris
Boonerville, AR



From the Title Screen, move to Adjust Settings and choose it.



On the Settings Menu, go down and choose Miscellaneous.



Here, press Square, Circle, Triangle, X at the same time.

TRICKS OF THE TRADE

KILLER CODES

LEMMINGS 3-D (CONTINUED)

- by Paygross
- for PlayStation
- 10. Baneusk
- 11. Faburden
- 12. Reckling
- 13. Mrliton
- 14. Opapanax
- 15. Bimbashi
- 16. Caabnga
- 17. Pinstock
- 18. Springal
- 19. Babinusa

Bryan O'Neil
Plainfield, IN

GEX

SYSTEM: Saturn

PUBLISHER: Crystal Dynamics

CHEAT SHEET: GET TO REZ

PAWLED TRIP
At the Title Screen, choose the Password Option. Enter the password CZYDRHYP. All of the lemmings will be complete. Go into Rezapole, beat the last Boss, Rax and defeat him to win

From the Title Screen, access the Password Option. On the Password Screen, put in the code CZYDRHYP

Now, all of the levels will be complete. Go to the main dome and enter right through the middle of it. This will



Choose the Password Option and enter CZYDRHYP



Find the last television and go into Rax's Lair.

bring you to Rezapole. Go to the last entryway and you will be in Rez's lair. Here



All of the levels will be complete. Go to Rezapole.



Here, you will face the last Boss himself. Good Luck!

you will find the last Boss! Hege! Thomas Brooklyn, NY

Get A Grip On Reality!

Get The Per4mer Turbo Wheel And Steer Clear Of Others Costing Hundreds More.

The Per4mer Turbo Wheel puts you in the middle of the racing action. You get 50 degree rotation. Arcade style control. Self-centering pivoting mechanism. Direct game port connection. At \$89.95 (or less), there's no better value for your PC, Sega Genesis or 3DO platforms. And there's no other "value" controller for the Sony PlayStation or Nintendo Super NES. The PC version even includes the MegaRacer CD ROM, a \$29.95 value, yours free! So get real. Get the Per4mer Turbo Wheel. Exclusively distributed worldwide by SCBT International, Inc. and available at Babbage's, Software Etc., Electronic Boutique and other fine retailers. Or call the SCBT hotline at 1-800-400-4004.



PER4MER
TURBO WHEEL

SCBT

What's Real is Multimedialy Excitement!

©1994 SCBT International, Inc. The SCBT logo and all other marks contained herein are trademarks of SCBT International, Inc. All other marks are the property of their respective owners.

All The Brutality, Carnage And Senseless Violence Of Darkstalkers™

Only Darker.

Just when you thought the Darkstalkers had reached their ultimate evil, they're back with a chilling twist. *Night Warriors™* features new secret moves, multi-hit combos, dazzling animation and even shadier characters in the year's most eagerly anticipated release. Now, you'll have a terrifying encounter with 10 of your treacherous favorites while battling for your life with new or previously unplayable characters. So get ready to defend yourself against a world of deadly powers. You might survive to see the light.



**NIGHT
WARRIORS**
CAPCOM



3-D ACTION GAME PREVIEW

THE ACTION-GAME GENRE IS GETTING A SHOT IN THE ARM WITH THE GAMEPLAY NOW TAKING PLACE IN ALL THREE DIMENSIONS.

With the new 32- and 64-Bit game systems firmly in the marketplace, more and more developers are sensibly getting involved in producing games for the next-generation systems. With more memory and faster processing power available, these developers are now doing on the home systems what—

only a few years ago—could only be done on arcade machines.

One feature that is now just being explored in the action-game genre is the use of the third dimension (in and out of the screen).

The EGM editors were able to get an inside look on the latest, state-of-the-art 3-D action games from all of the major developers, including

Nintendo (Mario 64), Sega (Nights and Sonic 3-D), Sony Computer Ent. (Crash Bandicoot), Crystal Dynamics (Pandemonium) and Accolade (Bobby 3D).

They think you'll be as excited about the new titles as they were (and so does EGM). So sit back and take a stroll through the next five pages.

SUPER MARIO 64

THERE MAY HAVE BEEN A KOOPALA VERSIONS OUT BEFORE, BUT NONE OF THEM CAN TOUCH MARIO 64!

There was a time when the plunger-totin' plumber, Mario, was living in a simple 2-D world. Life was good, but that was back in the olden days of video games.

Now it's the middle of the '90s and times have changed! Mario 64 for the N64 converts the flat world into a 3-D one that everyone knows and loves.

Is it safe to say that gamers are dealing with the same Mario from before? No. Mario is totally 3-D with a rendered hat and all! What else makes him new are the enemies and special effects surrounding him at all times.

The adventure starts at a huge castle, which is rendered and isn't flat like the old NES Mario castle. The enemies, also in 3-D, are better than before.

Speaking of enemies, all of the originals are back to make their debut in Mario 64. This time they're huge! We're talking screen-size Koopes here!

Being a completely three-dimensional world, you can jump into a wall, or finish a puzzle to open up a



portal without simply going left or right. Now you can go up, down or diagonally—whatever it takes to make your way through the game. This makes it feel like you're actually in the Mario world.

So how can big "M" lift up a B-bomb or swing King Koopa by his tail when he's so much smaller than his evil adversaries? Little Mario throwing these giant



Remind you of Dragon's Lair? These spheres cause pain!



Is there more to this aquarium than meets the eye?



A run-in with Pokey can be a very sticky situation.



Feeling a little boxed in? Try to get to the pyramid.

THREE DIMENSIONS CAN BE A LITTLE SCARY FOR A REGULAR PLUMBER, BUT NOT FOR GOOD OL' MARIO!

monsters around adds the element of exaggeration which makes getting rid of the enemies more fun. At least this way we know Mario is super!

There are many camera angles that switch from view to view depending on where Mario is at. In one instance, you may see him from a distant view while another view will be right behind him, looking up at a giant cactus.

never felt in a platform-type game.

When you walk on a bridge above snow-capped mountains, it seems like you could actually fall a good 300 feet!

This special feature wouldn't be complete without mentioning the bad guy himself: King Koopa! You thought his fireballs were tricky in the earlier versions, wait until you see them in sterling 3-D—you'll think your arm hair got singed!



Who knows what kinds of ghosts await Mario in the haunted mansion.



There are various rooms and tasks you have to work your way through to venture on to the next one. With the impressive graphics and effects that the N64 can produce, the adventure is bound to be spectacular.

Find yourself in a mirror room filled with dozens of tricks and traps or on rainbow paths that have you running for your life, trying not to fall to the ground far below. Another scene throws Mario on a raised platform. He has to work his way down the path, dodging giant boxes and other enemies just to get to the pyramid that has even more fun inside. While you're fighting your way to the next challenge, you sometimes are able to see your next destination.

With the enhanced 3-D effects, Mario 64 has a feeling of depth



CRASH BANDICOOT

SONY GETS A NEW MASCOT, BUT CAN CRASH CUT IT IN LIGHT OF ALL THE NEW 3-D ACTION GAMES?

It started as just another cute action game. Little did anybody know that once the expert producers at Universal Interactive Studios started to tweak the raw program that another ho-hum mascot-type game would turn out to be perhaps the hottest new product of the year.

All that extra effort didn't go unnoticed by Sony. After seeing the preliminary info on the game, they immediately fell in love with both the character and the game. So much, in fact, that Sony states that they have decided to make Crash their official mascot.

But what about the game? Is it really that good? Our editors got a sample of it at ECTS in London and their overall impression was extremely favorable.

EGM did learn a bit about the story line there though. It takes place on a three-island chain off the southeast coast of Australia, where a mad scientist (Dr. Neo Cortex) with the help of Dr. N. Brio decided to brainwash the animals on the island to be in their army which will take over the world. They used the Evol-Ray (to increase brain power) and the Cortex Vortex (to make

them faithful to Dr. Cortex). As expected it doesn't go right and the animals go mad.

One animal is Crash who gets thrown off the island and ends up two islands away. He must find his way back and save his girlfriend Tawna, who is next in line for the experiment.

There will be over 30 levels of gameplay with solid control in all three directions. Crash has a Spin Attack which he will use to get rid of the enemies he encounters. If he

gathers enough Yin-Yang-Yuk medals, he gets to go to the bonus room. Also, the various bonus fruits will give him special powers...one of which is invincibility. Finally, if he joins forces with

Aku Aku—the wise village witch doctor—Crash will be able to get helpful advice and a magical orb which will protect him from one hit.

Sony is still being quite secretive about the game, so stay tuned until next month when there's more info.





BUBSY 3D

ACCOLADE AND EIDETIC TEAM UP TO BRING A HI-RES BUBSY TO THE NEXT-GENERATION SYS-

Recently EGM was fortunate enough to get a sneak peek of *Bubsy 3-D*, the latest game produced by Accolade. Flown to snowy Oregon to the beautiful offices of Eidetic Software, EGM got to try the latest Bubsy first hand.

First off, Eidetic Software is composed of some of the earliest game designers, including Marc Blank (creator of the original *Zork*) and Mike Beryn (another early Infocom programmer and creator of *Bubsy*). These guys have been in the business long before it was known there even was one. Since the start, they have been doing things that supposedly couldn't be done, like games on the venerable Newton computer (the designers of the product said it couldn't be done). They have grown with the industry, setting their sights high. Their latest brainchild *Bubsy 3D* is an accumulation of three intense years of work. In a few moments you'll realize why.

When Accolade first proposed to Eidetic the possibility of a third *Bubsy* game, they agreed under the pretense that it wouldn't be another rehash of the original cart. Accolade agreed, and *Bubsy 3D* was put on the drawing boards. Seeing the possibilities on the next-generation systems, the three-dimensional approach was agreed on as the best course of action. Mike and Marc are big fans of the Warner Bros. cartoons (you'll see Bugs Bunny posters strewn about the office), so they wanted to incorporate that visual style. If you look at the screen shots,



you'll think that an SGI workstation was involved. However, to give *Bubsy* a cartoon-like feel, they used an award-winning animator to breath life into the characters. Overall, *Bubsy 3D* looks really promising. We'll be sure to get you the news on it as it hits. A special thanks goes to the folks at Eidetic Software and Accolade for giving us a chance to see *Bubsy*.





PANDEMONIUM

CRYSTAL DYNAMICS UPS THE ANTE OF ACTION GAMES WITH THIS FAST-PACED THRILLER!

On a recent sojourn to Crystal Dynamics, EGM was pleasantly surprised to find out that Crystal had a new action game in the works. The editors were even more surprised when they offered to show EGM an extensive look. The game's called Pandemonium and it is just that. Pandemonium is a chaotic action side-scroller that combines the high speed of Sonic with the adventure of Mario.

Pandemonium was still early, but it had enough preliminary gameplay to give EGM an idea on how

all sorts strange creatures roaming about. Sometimes you'll have to actually use the enemies to get past certain sections of the game. You can bounce off of groups of enemies to get over pits, or even get a chasing monster to bash walls for you. There are plenty of secrets hidden throughout each level, mostly involving jumping to higher sections. You can beat this game completely and not go through it all.

One thing that really sets Pandemonium apart from the current slew of 3-D-based action

games is that it uses the look, but doesn't interfere with the gameplay of traditional side-scrollers. In fact, it is a side-scroller. However, the 3-D effect scales and scrolls around the character, giving it a highly cinematic feel. The camera is set to be at the perfect place so you won't have to constantly readjust your playing viewpoint. This fits in with the programmer's feelings on speed. They don't want you readjusting every few seconds. Pandemonium is a smooth, non-stop actionfest.



the final product would be. Players control one of the two characters through a series of huge worlds. You'll find all sorts of classic platform pitfalls, like locked doors and trampolines. However, you rarely (if at all) find instant deaths. The programmers want you to run at top speed without having to worry about falling to your doom. That isn't to say that Pandemonium is easy—it's just not cheap.

The worlds range from mushrooms to dungeons, with





THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



PlayStation

Silverload

SILVERLOAD is also available for PC CD-ROM

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Silverload is a trademark of
© 1995 Electronic Arts. All rights reserved. Published by VIC TOKAI INC.



VIC TOKAI INC.

23001 Linderoth Ave., Sherman, CA 95961
For more information call: (415) 736-8333





NIGHTS

THE MINDS OF TWO TEENAGERS HOLD A WORLD IN TURMOIL THAT ONLY YOU CAN HELP SAVE.

From the creator of Sonic the Hedgehog (Yuji Naka) comes *Nights for the Sega Saturn*.

Imagination is the idea behind this game where two teens, Elliot and Ciara, jump into the body of Nights to save Nightopia from the evil clutches of Nightmare.

As you fly your way through the dream world of Nightopia, you gain points and defeat enemies like in many other side-scrollers. The main and crucial difference with *Nights* is that it takes full advantage of all the neat effects the Saturn can do, and Sega believes that this will be their "Mario killer." The special effects include detailed 3-D graphics, switching camera angles that rotate and draw you into the game like never before and super fast animation that makes for



Once you're airborne, you'll have to twist and turn through gates.

intense gameplay.

Besides all of this, the soundtrack to the game features a huge variety of musical types ranging from jazz to rock to classical!

Our editors have learned from Sega of Japan that Sega will be bringing out a

brand-new controller for this game that will be based on analog control rather than the digital control currently found on all Saturn controllers. This stick will give considerably more control to the characters in all three dimensions.



The Rotating Nightmare dimension houses some of the nastiest enemies around!

SONIC 3-D

THE FEISTY HEDGEHOG WITH AN ATTITUDE IS BACK IN AN ALL-NEW ADVENTURE... THIS TIME IN 3-D!

You just can't keep a good hedgehog down. Sonic has broken loose after a hiatus of quite some time. This holiday season he

will be busting out of your TV in the third dimension. In previous adventures only Sonic's bonus rounds were in pseudo 3-D, but this time,

Sega told EGM that his entire adventure will have no bounds, especially in the Saturn version. While the Genesis is beginning to show its age, our blue hero will still be able to go where no hedgehog has gone before.

Apparently his friends and enemies are back. You won't be able to wait to see the spectacular 3-D battle with Dr. Robotnik and his henchmen!



SHINING WISDOM™

WIN
\$10,000
CONTENT DETAILS
INSIDE PACKAGE

When Evil Ascends,
And Darkness Consumes,
Wisdom Will Light The Way,
And Bravery Will Make It Shine.

Control Company

PRICE **\$19.95** BONUS

Where else are you going to get

**ELECTRONIC™
GAMING™
MONTHLY**

10,000 Frames of SGI Animation!
40+ Hours of Intense Gameplay!
Cool Secret Zones and Items!



OFFICIAL
SEGA
QUALITY

The Shining Wisdom™ game is an action-adventure with a rich story and a variety of weapons and abilities. It's a great game for the whole family.

SEGA SATURN

WORKING DESIGN

The game goes on!

© 1995 SEGA CORPORATION. ALL RIGHTS RESERVED. SEGA, SEGA SATURN, SEGA QUALITY, SHINING WISDOM, KING TO ADULTS, K&A, KID TO ADULTS, WORKING DESIGN, and The game goes on! are registered trademarks or trademarks of SEGA CORPORATION in the U.S. and other countries. SHINING WISDOM™ is a registered trademark of SEGA CORPORATION. All other trademarks are the property of their respective owners.



The EGM editors played a finished version of U.S. Gold's Olympics game (left). Sony's top-secret Broken Sword (above) and Namco's Galaxian 3



EGM'S

A LOT OF THE NEW GAME DEVELOPMENT IS BEING DONE IN EUROPE AND EGM WAS THERE TO SEE IT ALL.

This year all of Europe stops their game development and goes to England to display and view what will be the true next generation of games. EGM was there and came back with a stack of new 32-bit games that will be coming out this Christmas.

First, Sony of Europe was showing a version of their new top-secret Crash Bandicoot. They also had working versions of their fight sim

Raging Skies, the adventure/RPG Spiral Saga, the new Disney PS game Mickey's Wild Adventure and English language versions of the sequels to Motor Toon GP and Jumping Flash.

Psygnosis was playing Sentient, Lemmings Platform Game (working title), Addict Power Soccer, Chronicles of the Sword and Tankia. BMG let EGM play Fire and Kewd, Exhumed and Grand Theft Auto.

Perhaps the best variety was at the U.S. Gold booth. Combining Domark (Swagmen and Blam Machinehead), Core Designs (Ninje and their new Streets of Rage hopeful) along with the U.S. Gold sports games (Olympic Soccer and Olympic Games), the line-up will be one of the most aggressive and expansive of any of the companies. Of special note is



2001 EXCLUSIVE! Core Design has Sega's interest in a Streets of Rage 4 hopeful.

Core's new Streets of Rage disc Sega apparently is very impressed and, if SOU can swallow their pride, perhaps gamers will finally see a fresh and new version for the SoR series of games. Their action side-scrolling title Ninje also impressed Sega and gamers could see this game coming out under their name later this year. EGM will continue its coverage of this spectacular show in an upcoming issue. ■



Codemasters will be bringing Micro Machine Vol. 3 for the PS to the U.S.

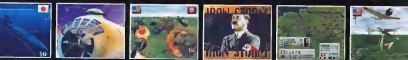


Codemasters is planning a worldwide release of Team 47 Gonna this spring.



Sony of Europe is working on a very hush-hush flight sim code named Raging Skies. It will be one of four new games for its new dual analog flight stick.

BILLIONS OF PRAYERS FOR PEACE.
MILLIONS OF MEN AT WAR.
ONE LUNATIC STOKING THE FIRE.



Get ready to trip, *and we're talking hard*. We're putting 500 weapons, troops, artillery at your command. We're loading you up with the first realtime 3-D rendered visuals of historically accurate battles. We're handing you the keys to over 50 of the most crucial battles of the biggest war ever fought. We're even letting you pick the country to play (Germany, Japan, or America). But, once you've picked sides, we're cutting you loose. History is in your hands. Lives are at stake. Will you champion freedom, or blow it and screw the world up forever?



The official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy genuine and accessories and file used to be sure that they are compatible with the SEGA Saturn™ System.



SEGA SATURN™



Our games go to 11!™

THE BEST OF THE PLAYSTATION

EGM TRAVELED TO JAPAN TO GET A GLIMPSE AT THE PLAYSTATION GAMES UNDER DEVELOPMENT.

Nobody can deny the fact that the PlayStation is popular. In Japan it is such a hit that it has its own trade show and twice a year at that.

At this year's spring event, the EGM editors got a chance to play a lot of the Christmas titles and even got a few juicy exclusives to boot.

Perhaps the best information came from Capcom. Not only did EGM get a sneak peek at over a dozen new discs but Capcom's staff gave EGM their complete list of games that the company will be doing well into 1997.

At the top of the list was the

fighting game called Cyberbots. An SS translation should make it out this year. Of course, what would Capcom be without a new Megaman game and to nobody's surprise Megaman 8 is in the works. (It should be out for the PS and SS.) Like all the other Megaman adventures, Capcom is holding another contest (Japan only) where the players can draw their version of what the Bosses should look like. The best eight will make it in the game! (Come on U.S. Capcom, how about talking to Japan to let the U.S. players enter also.) Megaman X3 is already out

just a few months ago, is in simultaneous development for the arcade and PlayStation. This could be the way game companies will do their new game development in the future. Finally, when asked, Capcom officials admitted that Resident Evil 2 has just started development (PS only) and that it wouldn't be out until sometime in 1997.

In other news, Sony was pushing their Jumping Flash 2 really hard. Motor Toon 2, Crime Crackers 2 and Arc The Lad 2 were playable but not spotlighted. A new RPG called Polo Polo Rols looked



Nintendo will be bringing out a Super NES version of Alpha called Super SF Zers.

obvious new game—Street Fighter Alpha 2. While the game was very early in development, it was quite easy to see that they will have another perfect arcade translation—ticks and all! This will be done for both the PS and Sega Saturn (SS). What caught everybody by surprise was a Super NES version that they are doing for Nintendo of America, code named SF Alpha 1.5. The release name will probably be Super Street Fighter Alpha. A PS version of X-Men is in the works as is a PS and SS version of Marvel Super Heroes. Capcom had an old mech



Capcom will do a PS version of their new arcade game Star Gladiator.

for the PS in Japan but Capcom expects to have on SS, 3DO and M2 version out in the future. When we asked Japan about the U.S., they only smiled and said that "a major U.S. sports company will bring it out." Could E.A. be getting in the licensing business? We'll have to wait until E! to find out. Their popular RPG—Breath of Fire will have a third sequel and it will be for the PS only. Star Gladiator, previewed



Plan on seeing a perfect PS translation of X-Men later this year!



Capcom has started Resident Evil 2. They plan on even more monsters than in the original version.



SHOW



You're going to need a Saturn if you want to play the translation of Capcom's quarter-munching mech fighting game—Cyberbots.

promising as old Wild Arms.

There were plenty of racing games to be had, the best was BPS' Daytona look alike—Japan Touring Car Championship (JTCC). The most unusual though was one called Ayrton Senna Car Dual which was a nicely detailed go-kart game. Moto-X by Coconuts really looked hot, and rightly so as Sony of America snatched that one up quickly.

The arcade classics have really taken off in Japan. Namco has had phenomenal success with their Volumes One and Two, so it wasn't a big surprise to

see Volume Three on display. In this collection, you'll find: Ms. Pac-Man, Pole Position 2, Galaxian, Dig Dug and two games that weren't very popular over here—Phoenix and Tower of Drargh.

Irem has jumped on the Classics bandwagon with a disc containing three of their old favorites—10 Yard Fight, Spartan X (Kung Fu Master here) and Zippy Race (Motor Race U.S.A. here).

Other games of significance included Zero Divide 2 by Zoom, Enemy Zero by Wap and OverBlood by Rivalsoft.



Ramza 1/2 (far left), Marvel Super Heroes (left) and Megaman 1/2 (above) are currently only scheduled for a Japan release.



Zoom is about 50 percent finished with the widely anticipated sequel to Zero Divide. No U.S. company has picked it up yet.

The PS version of Enemy Zero may not come out as the word EGM heard was that Sony and Wap were having problems, and Wap just may only bring out an SS version. Konami was showing their new polygon golf game which really looked hot as was their olympic multi-event game. That one may not make it out over here considering that U.S. Gold is doing the official games. Check out the E' preview section elsewhere in this issue for even more pix of these hot games ■



Namco even shows the screen joint in their PS version of Galaxian 3!



Bullet Proof Software will be bringing out a Daytona clone for the PlayStation.



Dragonball Z fans will be glad to see a PlayStation version coming out this fall.



When you've got Sega Saturn's triple 32-bit processing power NOTHING ELSE MATTERS.

She's got blonde hair, blue eyes and the best body money can buy. SO WHAT? There's no time for distractions when you're deep into Sega Saturn. Besides, check-out those screen shots. Ba-da-boom, ba-dab-bing, know what I mean?

You want curves? Try Sega Rally! Want a thrill? Panzer Dragoon II Zwei. Want a real shockout? Check out Virtua Fighter II. And lots of other incredibly cool games you can play on Saturn. But don't be fooled. Sega Saturn games offer more than just great looks. Like those 32-bit processors (that's two more than PlayStation[®], if you're scoring at home — even if you're alone). Saturn's triple processing power means better gameplay and better graphics. So if you're looking for so-called real action, **HEAD FOR SATURN.**

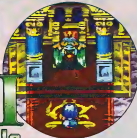
SEGA SATURN[™]



SUPER NES

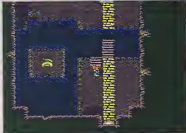
Lufia II

Rise of the Sinistrals



Sinister Sinistrals Suck!

Something gigantic is about to happen. Something that involves powerful super beings that destroy entire villages with a single blow. Something called Lufia II. Rise of the Sinistrals for the Super NES.



Mind-challenging dungeon puzzles give you a chance to put away the sword and use your brain as a weapon for a change.

You are Maxim, and the village of Elcid is your point of departure. The game starts with you having a short run-in with a woman shop owner who has special feelings for you. This

romantic conflict goes on throughout Lufia II.

Each town you visit has a special feature that makes the visit worthwhile—whether it's a slot machine or an armor or weapon upgrade. There are a lot of villages to explore and people to talk to. Some have vital information. Talking to everyone is important.



Humor can be found in some of the townspeople's speech. Some little girls may think you're a hunk, or some old men will wish they could still fight monsters like they used to.

There is a variety of dungeons, shrines and mountains to find your way through. Evil beasts lurk in almost every room, waiting to have a piece of you. Not all of the mazes are hack-and-slash, though. Most dungeons have puzzles in certain spots that you must solve in order to pass that room. Some puzzles are as easy as moving a couple blocks, while others are much more complicated.

IP TECHNIQUES

What are IP attacks and why should they be used?

As mentioned in the Next Wave box, IP attacks are like adrenaline attacks. Most do much more damage than a normal hit, but there is one to these attacks that just drags.

Some IP attacks heal the members of your party, increase their agility or even drain your enemies of their MP (magic points).

Of course, you can't use these special techniques all the time. You have only a certain amount of IP points to use. There is an IP energy bar just like your MP (hit points) and HP. When you get hit, your IP points increase; just like when a person's adrenaline level increases when they're in a fight.

Depending on what items you have in your possession, your IP attacks can vary. Your main character, Maxim, finds a Catfish ring when he defeats the evil catfish. The Catfish ring has an IP attack that causes an earthquake that damages all enemies—more effective on non-flying enemies.



RELEASE DATE	DIFFICULTY	
June	Medium	
PUBLISHER	PLAYERS	
Natsune	1	
BOX	TYPE	% DONE
20-Meg	RPG	90%

IP Techniques Continued

What's nice about IP techniques is that even your non-magic members can use them. Weapons that do damage by themselves also have IP attacks you can use instead of the weapon itself. The Thunder Sword has an IP strike called Thunder Bolt which does a whopping three times more damage than the sword itself. This is especially effective on strong enemies or Bosses.

When you're at a shop searching for the right weapon to spend your hard-earned gold on, be sure to check out what the IP attack is. A regular sword that is powerful may not have an IP attack, while a sword that isn't super powerful has an awesome IP attack. Certain enemies have IP attacks that can heal the entire party or raise the dead. The main strategy is to be aware of the IP techniques for each boss.



Like most RPGs, as you work your way up in levels, the harder the monsters become. In the beginning of the game you fight red jellies which have an average of six hit points. Later in the game, you fight enemies with 300-hit points. These are standard enemies, not Bosses. Luckily, with these hefty enemies come hefty weaponry.



Five against three is a little unfair, especially with rock maul.



Iron...these spheres are more than just balls of energy.



Oh, look-a baby frog...hee hee you're gonna have to kill it!

Lufia II features IP points. When you have enough of these, it's like fighting with an adrenaline charge. Special IP attacks can deliver hits that are one and a half to three times more powerful than regular ones. They come in handy when you're fighting Bosses or stronger enemies.

As the story develops, Maxim finds that he is destined to fight evil. Because of this, Maxim must face all four of the Sinistrals threatening the various lands of your world. Of course, he's not doing it alone. On the voyage, Maxim meets up with allies like Guy, Dekar and Selan, among others. Four heads are better than one...especially when you're fighting Sinistrals. You also meet other wacky characters like the scientist/inventor, Lexa and the



Nasty earthquakes are destroying the town. Is it this pesky catfish behind the Unnatural Disaster, or is there something more?



"Something gigantic is about to happen."

bridge builder who works with superhuman speed. (Man, that guy is fast!) Jyhad, the ship builder, isn't so wacky, but he certainly is an important person to meet.

In some areas, you can find capsule monsters which help you in battle. Some do little damage, while others pack a deadly punch. The Fire Dog seems to be the most versatile capsule

monster with its tail attack. You can feed these monsters so they grow and their levels increase.

The story shifts gears throughout the game, making the game stay fresh. One minute you think you might just be nearing the end Boss, only to find that you have two more dungeons to conquer and who knows what else to complete. ■



This is just one of the many incredible spells you can cast in Lufia II. A wall of fire can do some serious damage!



PlayStation



your chance to go up against the big boys. Play for an entire season. Find yourself man-to-man with intensity and sweaty, stinky action of playing in the NBA. And, with Multi-tap, you can even link up with seven we mean players, too. With over 300 NBA players and real plays, NBA Shoot Out is, without a doubt, of your dreams (which, let's face it, is as close as you're ever gonna get to the real thing).



PlayStation 2 and the PlayStation 2 logo are registered trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. Multi-tap is a registered trademark of Sony Computer Entertainment Inc. in the U.S. and other countries. NBA Shoot Out is a registered trademark of Sony Computer Entertainment Inc. in the U.S. and other countries. © 2000 Sony Computer Entertainment Inc. All rights reserved. NBA, AIR JORDAN, and the NBA logo are registered trademarks of National Basketball Association. All other trademarks are the property of their respective owners.

GENESIS

X-PARTS

Kill with X-treme Prejudice

X-Parts is an action game reminiscent of the classic Commodore 64 title *Impossible Mission*. In the latter, you wander around a large complex, killing enemies while performing certain missions. In *X-Parts*, you control three members of the covert organization Janus. Your job is to protect their research and nuclear weapon facility, the Aqua Complex, from terrorists looking for new technology to plunder. Kill the terrorists while at the same time fulfilling certain objectives.

X-Parts boasts motion-captured actors, almost standard fare in today's games. It

also displays a bit of originality in laying out the Aqua Complex levels as a step pyramid. This shows that what is essentially a sidescroller can have more substance than just eternally moving left to right.

Your X-Part team consists of Shadow Yamoto, an assassin (from the fighting game *Elemental Champions* fame); Zachery Taylor, a computer expert and Teshlie Claude, a robotics expert.

When the game starts, you will be given a mission briefing. After reading it, the dock starts beeping. You must make quick decisions regarding which operative you want to send in and

Teshlie pulls out her gun and gives the enemy whiplash.

to what level of the complex you want to send him or her.

While you are controlling one agent, the others are not inactive, and they can be attacked at any time. You must be aware of what's going on in the entire complex at all times. For example, you might zoom in and have Zachery start fixing an elevator control panel on Level 8, then zoom out to the Main Map to switch control to Teshlie and have her kill off the terrorists on Level 3.

As you continue in the game, Janus directors will throw more tasks at you. At some points in the game, you will be given a new mission before you are finished with the current one. You will have to budget your time and resources to win this game. Just remember to find "mission interrupt" in the menu—that's the only way to pause the game. When you hit the Start button to check out the map, the

Zachery delivers a Roundhouse Kick to this terrorist's face.

action continues—with or without your consent. If you do not get used to this, you may find a few dead agents laying around the complex, apparently killed when you thought the game was paused! ■

Here is your Mission Map. It will update your stated objectives, as well as the location of the enemies and your operatives.

"You must kill the terrorists..."



RELEASE DATE	DIFFICULTY	
June	Easy	
PUBLISHER	PLAYERS	
Sega	1	
SIZE	THINGS	% DONE
32-Meg	Action	75%

TOP GUN

FIRE AT WILL!

Just
for the
Ass-Kicking,
G-Pulling,
BOGEY-BASHING
Thrill of it!



You see **Maverick**
stand your ace and
your orders out your
mind, Commander
Hondo
on your back and
MIGs on your tail.
fuel up.
Strip your **bark**
And let your knives
bite.



Available on PlayStation
game console and PC CD-ROM

© 1997 Spectrum HoloByte Corp.
Spectrum HoloByte Corp. 442 23 Ave.
San Jose, CA 95128-1000 (U.S. and Canada)



Spectrum
HoloByte

SATURN



INTERVIEW

The nice people of Time Warner look like out of this day for an interview. Ken Humphries, senior producer and Tracy Egan, PR director, talked to EGM about *Primal Rage* 1 and 2.

EGM: Will there be a *Primal Rage* 2?

Tracy: Yes, it will have some pretty hefty surprises, new characters and plot twists.

Ken: It should come out in the arcades in September 1995. As soon as they finish that, we'll start working on the consumer versions. I would assume those will probably be out sometime next year. Also, there will be good dinosaurs and bad dinosaurs.

How does the (Saturn *Primal Rage*) version compare to the others?

Ken: This is the best version of all the games. The biggest reason is that the Saturn sets itself up for the best conversion of this product. The PlayStation does polygons much better, but this is a sprite-based game, and the Saturn obviously has better sprite handling. We can do better compression (on the Saturn). One of the big differences between the PlayStation and the Saturn version is that the Saturn has 64 colors for each of the dinosaurs and background sprites, as opposed to the PlayStation, which only has 16 color sprites.

Why is this version out so late, especially when it's been out on every other console?

Ken: To be honest, the Saturn version got lost in the shuffle. In the process of trying to get other versions done, the Saturn version was the one they ended up juggling resources from.

With a lot of fighting game conversions, you will find a loss of some of the characters to save memory. Did you have problems making the Saturn characters so light?

Ken: On the Saturn...oh. Our biggest problem was keeping the frame count up. The arcade game averaged about 100 to 1200 frames per dinosaur. Since we didn't have to work at 60 MHz (speed of frame replacement), we ran at 30 MHz, which allowed us to run at about 550 frames per dinosaur.

Are you worried that this type of genre is a bit dated? The trend now is with 3-D fighters.

Ken: Not really. The game really holds up. It's a good, solid game.

Tracy: The game is unique enough to this day. The characters are different with their personalities and the manner in which they were rendered.

PRIMAL RAGE

First Urth, Now Saturn

One of the original arcade games that gave parents and senators plenty of worries comes to the Sega Saturn. This version of the ever bloody and violent *Primal Rage* is the last one to come out on the major consoles.

The story starts out in the future, where civilization is destroyed, leaving few human survivors. The dinosaur age is born again. These dinosaurs, the new dominating species, now compete for control of this planet, which they call "Urth."

When *Primal Rage* came from the arcades, it was not a huge success, like the *Street Fighter II* and *Mortal Kombat* series. It did, however, make an impact. You know that when it first came out in the arcades, you stopped to take a long look at its superb graphics. Now Saturn owners will be able to enjoy *Primal Rage* at home.

Battle on different sets, like arctic tundras or urban wastelands. The game lets you choose from seven monsters, who are all either dinosaurs or King Kong cousins. Each one has its own set of unique special attacks and finishing moves, naturally.

The moves are really easy to pull off. This version also has just about everything arcade perfect, from the animation to the large size of the characters.

What this home version also offers is a One-player Practice Mode, Tournament Mode and Tug Of War. In Tug Of War, the two players share the same vein (*Primal Rage*'s lifebar). Basically, damage done to each player will move the meter back and forth until one player pushes it all the way to the end. This will make for some long, exciting bouts.

If you are a (video game)

fighter by nature, you might want to check out this version of *Primal Rage* coming out last, but definitely not least, to the Saturn. Expect to see it in the beginning of April of this year. ■



Chase has a heart attack in the middle of the match-out good...

RELEASE DATE	DIFFICULTY	
Now	Moderate	
POWER/FUN	PLAYERS	
Time Warner	1 of 2	
SIZE	GENRE	SCORE
CD-ROM	Fighting	100%

AN ADRENALINE FUELED BATTLE IN A DINO MAY
UNLEASH THE BEAST OF PRIMAL RAGE



BLAZING DRAGONS

WHERE THERE'S SMOKE, THERE'S FIRE!

Cheech is at it again in **BLAZING DRAGONS** - a twisted adventure from the warped mind of Monty Python Troupers **TERRY JONES**.

- A freakish mix of celebrity voice-overs - **Cheech Marin**, **Harry Shearer** and **Terry Jones** bring 43 LUNATIC characters to life.
- Maneuver through 50 scenes of mind-melting puzzles.
- Monty Pythonesque arcade action - including CAT-a-pult and dragon thumb wrestling.



Give us your top 5 reasons why Cheech is Blazing again and you could win one of 15 photos autographed by Cheech himself! 15 copies of **BLAZING DRAGONS** contest ends September 30, 1996



available on



AMERICAN
DYNAMICS

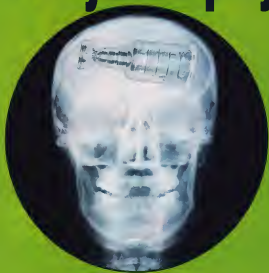


To enter: Send your name, address and phone number in a stamped envelope mailed to Crystal Dynamics, **BLAZING DRAGONS** CONTEST, 44 Wilson Place, Menlo Park, CA 94025. Entries must be received by September 30, 1996.

Crystal Dynamics assumes no responsibility for lost, late, duplicate, incorrect or postage-free entries. No purchase necessary. Open to legal residents of the United States only. Void where prohibited. All federal, state, and local laws and regulations apply. Prizes awarded on a random drawing. All rights reserved. ©1996 American Dynamics, Inc. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners.

PlayStation and the PlayStation logo are trademarks of Crystal Dynamics. All other trademarks are the property of their respective owners. ©1996 American Dynamics, Inc. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners.

**through exhaustive
research, this game has been
painstakingly programmed
with the exact thoughts
of every NHL player**



PLAYSTATION



SKELETON WARRIORS

Smashing Skulls Of All Who Defy...

One type of a title that the PlayStation has seen very little of since its introduction is a side-scrolling Final Fight-style of game. However, *Skeleton Warriors* from Playmates brings players an

intriguing release that uses detailed graphics as well as rendered characters to shock the player with visual effects.

In *Skeleton Warriors*, you play the part of a swordsman hero with magical powers. You must eliminate the

countless undead armies while avoiding being turned into one yourself. By implementing your magic and the force of your steel, you eliminate enemies. After they are destroyed, you have the option to pick up the power-up that they relinquish. This

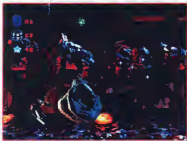
"...no race for points—just survival!"

power-up stays available for a few seconds after their death, giving you enough time to pick it up and continue advancing forward. If in this time you do not pick up the added bonus, the enemy will begin to reform and threaten your character once again. In other words, the only way to keep an enemy from bothering you once you destroy it is to pick up the

power-up. There is no race for points or stats in *Skeleton Warriors*—just survival.

The enemies also do not reappear anywhere in the level if you grab their power-up. This feature combined with no time limit makes *Skeleton Warriors* a perfect title for the type of player that enjoys taking his or her time to finish any level.

The beginning enemies are one-hit wonders and are meant to be more of an introduction than a formidable challenge. They come in the form of bats and skeleton troops, and later advance to giant vultures and tougher



The first boss you come across is this creature that has a talent for rolling and making himself swell to giant proportions.

RELEASE DATE	DIFFICULTY
May	Moderate
PUBLISHER	PLAYERS
Playmates	1
GENRE	SCORE
CD-ROM Action	95%

ICONS



Cresting the Cresting Blue Skull icon for an extra pop to an item.



The Red Flaming Power icon restores five points instead of just one.



This is the common health recharge, it restores one point of health.



The five Energy Stars add one point to your magic reserve for spell power.



As with the health recharge, the Red Star adds five to magic.

undead warriors. As the enemies begin to advance to tougher ranges, don't be afraid to put more emphasis on your magical ability to gain a range advantage and keep yourself out of harm's way. You'll need distance to keep yourself safe from the flying foes and the enemies that annoy you from the outskirts of the playing screen.



Stay under this enemy's shot and get in close to strike him.

The mine cars are a weird twist. Learn to jump and duck.



"Skeleton Warriors is filled with action!"

To help you along the way, there are hidden areas, 1-Ups, magic and health bonuses to use for your advantage. As plentiful as these may sound, the player quickly finds him/herself relying on not getting hit rather than trying to charge him/herself back up after an incident. A common enemy hit takes off five points of damage, and the common health recharge only adds one. With numbers like these, it doesn't add up to a good game by risking

your character's life in one of many situations.

The game design in Skeleton Warriors follows the same concept as the first level of the title. The action, besides getting harder with increasing numbers of enemies and difficulty, doesn't change. The enemies just attack in greater numbers and have developed better defenses, requiring you to hit them even more than in the last level to kill them.

Even though this may seem a little out of place on a next-generation system, Skeleton Warriors is still a lot of fun to play. Whether this unusual fun is caused by the superb visuals or the number of explosions will remain unknown. But anyway you look at it, Skeleton Warriors is filled with action and worth a try. Prepare your blade and ready yourself for an epic adventure that you'll never forget. ■

SPECIAL MOVES GALORE



As with every side-scrolling title, your character can walk and jump to get around obstacles in the levels. Skeleton Warriors gives the standard movement but also gives a Rise button by allowing you to double tap on the keypad in the direction you wish to go. Your character can also duck to get under high-flying shots and flying enemies. You also have the ability to move forward while ducking to advance on your enemies while avoiding unwanted hits. As for your attacks, you can jump into the air and also your sword down and repeatedly slash at the enemy beneath you to clear your path quickly. Learning to use your moves and attacks successfully is the key to defeating Skeleton Warriors. Use patience and consistency to get through the challenging areas.



PLAYSTATION

MISSION: DEADLY SKIES



A Combo In More Ways Than One

You've got your Street Fighter in my Afterburner? "You've got your Afterburner in my Street Fighter!"

There are two game genres that go together in Deadly Skies for the PlayStation.

One-on-one air combat is the name of the game, while you buzz pest pyramids and skyscrapers trying to lock on to your opponent or dodge an onslaught of missiles with

your name on them.

Deadly Skies has eight characters to choose from and two Boss characters to defeat. The players have a Street Fighter Alpha look to them (Akira is similar to Ryu, and He'ena is much like Gemme but without her beet and ponytails).

The game is broken up into three-round levels, with each level putting you up against another fighter. If the time limit runs out, the player with more power



A well-done, but short intro starts Deadly Skies.



Warning: Explosions can and will harm you very much.

Ghost, who is similar to M. Beacon, is slow but has powerful guns. Mr. Me, who's Chun-Liesque, has a quick but unpowerful plane.

While you're flying around trying your hardest not to get blown out of the air, you can jet through floating power-up

allows you to make a turn-around to face your opposition head-on. Another move allows you to shoot five missiles at once (called Mult missile) which really gives the enemy a headache. The special moves are standard (up, down, down stuff).

Deadly Skies has some minuscule dogfighting action along with a Street Fighter style that'll please any wannabe fighter pilot. ■

"...two game genres that go together in Deadly Skies."



wins the round.

Each of the eight characters has his/her own level that acts as a battleground. These levels have landscapes that range from an ice-capped mountain terrain to an Amazon jungle.

The pilots have their own strengths and weaknesses.

gates which give you missile refills, a special "glide missile" or energy boosts.

The regular weapons are the same for each player. The gun cannon is the most effective, but can be the hardest to use. There are also special moves that give you more power to take on the enemy.

One is called a Cobra Roll which



There's something about the word "LOSER" that really gets under your skin and makes you feel like a second-rate game player!



RELEASE DATE	DIFFICULTY	
3rd Qtr. '96	Medium	
PUBLISHER	PLAYERS	
JVC	1 or 2	
SIZE	TYPE	% DONE
CD-ROM	Act/sim	60%

NIGHTMARES DO COME TRUE

SKELERON WARRIORS

How long can you go without sleep? Because if you even blink, Baron Dark's diabolical dream will annihilate your world. And the human race is looking to you to reclaim the powerful Lightstar Crystal. Not to mention his death squad of Skeleton Warriors™

These guys don't have a forgiving bone in their bodies, so with over 20 levels of grue-some 3-D gamage,

you may lose your mind in a sleepless hell. But if you're defeated, it's a sure bet you'll be sleeping with the enemy. For eternity.

<http://www.playmatesoys.com>



1400 Spring Way
La Mesa, CA 92040
(714) 542-0100



SEGA SATURN

Skeleton Warriors™ and associated trademarks and copyrights are owned by Lendmark Entertainment Group and used under license. ©1998 Lendmark Entertainment Group. All Rights Reserved. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All Rights Reserved. Developed for PlayStation by Lendmark Entertainment by Neversoft Entertainment. Neversoft Entertainment is a trademark of 3iM Productions, Inc. PlayStation and PlayStation logo are trademarks of Sony Computer Entertainment, Inc.

PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment, Inc. in the U.S. and other countries. ©1998 Sony Computer Entertainment, Inc. All Rights Reserved. SEGA and the SEGA Saturn logo are registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. ©1998 Sega Enterprises, Ltd. All Rights Reserved.



PLAYSTATION



The automatic replays at the end of each match show the last seconds of the match and really rubs the loss in the loser's face.

鉄拳 TEKKEN 2

Round Two Has Begun



Namco's PlayStation release of Tekken set high standards for 3-D fighting games. Their original title shocked gamers with unsurpassed rotational effects. These amazing visual effects set the basis that many other companies would be attempting to clone

themselves trying to top a title that was designed to surpass all others. What they released was the second version in the series that features more playable characters and new stage backgrounds to give the visual end a serious facelift. Unlike most sequels, the story is an



"..trying to top a title that was designed to surpass all others."

for their own titles in the following months and even now. With the Namco minds looking into the future, they found

exact continuation of the first one, bringing all of the same excitement into the next stage of development. The game begins with Heihachi climbing back up the cliff he was thrown off by his son Kazuya to once again claim the title of King of the Iron Fist.

In the process of being ported over from the arcade, Namco has tastefully added cinematics at the beginning and end of the game to liven up the playing experience for players used to the coin-op version. The Bosses have their own ending

cinemas as well. Tekken 2 has added five characters in addition to the 18 characters found in the original. The characters still have the same polygon fest, but the clean quality of the original has taken a back seat to the eye-catching stage and screen backgrounds.

Technical additions to this release includes team battle, survival, Time Attack Options

RELEASE DATE	DIFFICULTY	
September	Adjustable	
PUBLISHER	PLAYERS	
Namco	1 or 2	
GEN	PRICE	VERSION
CD-ROM	Fighting	80%



Tekken 2 features totally new backgrounds and character overhauls complete with some new moves and throws.



and an auto-save feature.

Similar to the original Tekken, Tekken 2 characters all have 10-hit combos which can be achieved with the same "button tapping"

Fortunately, Namco added new moves to the existing characters from Tekken.

Once you were

you then counter and return the favor, taking off a nice chunk of energy. Namco decided to give some existing characters a visual overhaul, including Yoshimitsu with his new robotic arm, P-Jack and Jack 2 and Kunimitsu who is looking and sounding more like a girl than before.

Loyal Tekken followers and fans of the second-generation stand-up are bound to fall into Tekken 2 on the PlayStation. If you are ready to move up to the next level in the Tekken series and be a part of the interesting world of characters, you should not bypass T2. It is an unbelievable title that must

"Tekken 2 is an unbelievable title that must be experienced."

technique Players of the first game will find it quite easy to pick up a controller and start playing since many of the players' special moves and throws are the same.

thrown in Tekken, you were a "sitting duck" and a mandatory hit usually followed. Namco fixed that problem by adding a "side roll" to roll out of the way and Counter Strikes. Some characters have Counter Strikes, which are similar to Alpha Counters, in which once your opponent attacks,

be experienced to thoroughly enjoy. Until summer of '96 however, players will have to just wait patiently for the second of hopefully a long line of easily playable fighting titles. ■



King still receives his powerful punch combination in T2.



A unique feature in Tekken 2 is the Practice Mode which allows you to practice on an opponent of your choice. In this practice session, the opponent takes no damage but is here just acts as a practice dummy waiting for the beating. In the upper-left side of the screen is the combo meter which shows the number of combos, the damage of a hit and the total amount of damage inflicted by the combo. Along the bottom of the screen is the continuous flow of the actions you perform, broken down into a step-by-step sequence. These are a great way of perfecting your multiple-hit combos (such as the 10-hit combos). You can also select to display any of the character's combos across the bottom of the screen and watch them highlight in sequence as you complete the moves in succession. This screen gives great insight as to what you are or are not doing correctly during the fighting sequence. As with anything you do, practice is one of the best routes to mastering a difficult skill. Practice well and perfect your fighting ability to wreak havoc on your friends.



Everything you need is in the easy access Practice Menu.



Your moves are displayed on the bottom of the screen.



You can view replays on the fly in Practice Mode.



PLAYSTATION



PROJECT OVERKILL

More Blood Than a Slaughter House

Every so often a game comes out that seems to put all the other previously released titles to shame. Project Overkill is such a title for '96. It features over 40 giant non-linear levels for the player to explore and clear of enemies in various terrain settings.

You play the part as one

character from a group of four agents who take turns clearing levels and advancing on to the next one. At the beginning of each level, you choose which agent will be best suited for that particular stage and utilize his/her talents to survive long enough to get to the next level. Each of the agents



uses his/her own custom guns along with a unique hand-to-hand weapon.

Throughout the levels, the damage you acquire along with your weapon stores rolls over on to the next level. This means that if you finish Level One with only 10 percent health, you start the next level with that same

percentage. This can be a serious gamble since some levels only have minimal supplies available to you.

Your agents each begin with 100 percent health and 100 rounds of ammo. These are your beginning supplies and should be conserved at all times while playing. Because there is no time



Before the mission, you can select the operative of choice.

RELEASE DATE	DIFFICULTY	
July	Moderate	
FOLLOWER	PLAYERS	
Konami	1	
SIZE	THINK	% DONE
CD-ROM	Action	80%



A knife in the back can wake up daydreaming enemies. This can also conserve your ammo stores by using steel instead of lead.



OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST

BUST A-MOVE

ARCADE 2 EDITION



© 2000 Acclaim Entertainment, Inc. All rights reserved. Bust A-Move 2 is a registered trademark of Acclaim Entertainment, Inc. Bust A-Move 2 is a trademark of Acclaim Entertainment, Inc. Bust A-Move 2 is a registered trademark of Acclaim Entertainment, Inc. Bust A-Move 2 is a trademark of Acclaim Entertainment, Inc.

Acclaim

CHARACTER SELECT

At the beginning of each level, you have the option to select one of the four possible characters to play in that operation. Each of the characters is basically the same and differs only in slight details. The characters available to you are **Arnie**, **Alton**, **Jandryk** and **Quig**.

Arnie is the classic adventure hero plucked right out of the pages of *G.I. Magazine*. His beginning weapons consist of a knife or his hands and the butt of his gun while up close. Alton is the female hero who is built like an ox and is more than able to carry her small and fast automatic rifle to use as the oppelet. Character three is called Jandryk—he is some type of korean half-breed. He uses a silenced



Snem gun and his knife for close-quarter combat. As the best of all the characters, character four is the largest and carries a fire chain gun. Quig uses his giant meat heads to smash the needles of close range. Players can pick their favorite and try to keep them alive to the end mission.



limit and the enemies do not respire by themselves, the best strategic approach to do is to take your time through the level and clear one room at a time by using quick, well-aimed bursts on the enemies. Your characters run faster than the opposition, so use this to your advantage by setting traps—align yourself for quick and accurate bursts with minimal losses taken on your end. You should remember to search in every nook and cranny for extra health and ammunition bonuses you can use to keep your

character up to his/her prime fighting condition. Another great way to conserve ammo is to attack an opponent who has his back turned to you with your hand-to-hand weapon. This

"...nothing but enjoyment in Project Overkill!"

saves tremendous amounts of ammo once the levels and the enemy placement has been remembered. The last tip to keeping yourself fully charged before going into the next level is to go back and search through the entire level for anything missed in your travels. This gives you the chance to put your depleted health back up to 100 percent and gain as much ammo as possible before you cross the line of no return.

Project Overkill at this time features no Save Game or Password Options. You have the four characters that can continue where their comrades left off but it ends there. After all your team is considered M.I.A., you will have to restart back at Level One for another go at it



Deactivate force fields with a switch before crossing.



Transporters bring you elsewhere in the level or the exit.

through the same stuff you just went through. One interesting feature in Project Overkill is the non-linear play that allows you to choose which mission to take at the end of the last. Once you begin to remember the missions, you will know which levels are tight on supplies and which are plentiful. Alternate these levels to give your characters the best chance to make it through with minimal effort.

Level design and layout for each of the stages is something fans of this style of game could have only dreamt about before. The stages feature multiplatform layout (two or more stories) with transporters and color-coded locked doors to discover. Hidden among these great floors are health packs, additional ammo and other useful items, such as



grenades and homing rockets to use against the opposition. Force fields and activator devices will also be encountered. These stop your progress until you find the unit that can deactivate their power and allow you to pass by their barrier.

If you are ready to move up to the next platform in game evolution, don't miss out on Project Overkill. However, prepare yourself for one of the bloodiest and gore-filled games to hit the shelves since *Loaded*. Older audiences who are more conditioned for violence will find nothing but enjoyment in Project Overkill, but younger audiences may not be up to the demented level of play and excessive violence. Use discretion for the players who may be affected more by the animated violence. ■



Check behind the walls by moving closer to them. They turn transparent as you can see behind them to find hidden enemies.



Small white health bonuses can put your total over 100 percent.





HISTORY'S MOST FEARED MONSTERS AND MUTANS ARE BOLTING FROM THE ESCAPE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COMING OVER WITH HIS SHOCKING THUNDERSTRIKE. FEBICIA'S TRACKING IN PLENTY OF DIRT FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS BAZOR-SLASHING DIVYDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO FEAR ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATION™ SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SLICING A LITTLE WILD LATELY.

DARKSTALKERS

CAPCOM



© CAPCOM U.S.A., INC. 1995. CAPCOM U.S.A., INC. 1995. ALL RIGHTS RESERVED. CAPCOM, CAPCOM U.S.A., DARKSTALKERS, and the CAPCOM logo are registered trademarks of CAPCOM U.S.A., INC. in the U.S.A. and other countries.

APCCO ENTERTAINMENT INC. is the U.S. distributor of CAPCOM U.S.A., INC. products.

CAPCOM HINT LINE

1-900-680-2583

1-900-680-2583 (24 hr. toll-free service)
 \$1.99 per minute, plus \$3.00 per call (8:30 a.m. - 5:00 p.m. PST MT)
 MOBILE SERVICE: \$3.99 per minute, plus \$3.00 per call



DARKSTALKERS WELCOME HOME.



Can't get enough of Aeon Flux on MTV? You'll get plenty of her when you play MTV's Aeon Flux for the PlayStation!

Based on the MTV Oddities hit, Aeon Flux, this disc is as action-packed as the show with plenty of enemies to kill and missions to complete. The graphics, like the show, are exaggerated in style and movement.

What's different is the look. Aeon is now fully rendered! Enter the strange world of Aeon Flux in a whole new way.

SYSTEM	RELEASE DATE
	4th Qtr. '96
PUBLISHER	THINK
Viacon	Action
PLAYERS	% DONE
1	N/A

PROTOS E3

It's always tough to choose the right planet to inhabit, especially when the one you choose has natives who attack and take apart your ship!

After you awake from a long cryo-sleep, Divide: Enemies Within puts you up against some of the ugliest aliens around, along with some challenges that'll stump even the most avid gamers. On top of all this, you have to rescue your partner from the natives!



SYSTEM	RELEASE DATE
	4th Qtr. '96
PUBLISHER	THINK
Viacon	Action
PLAYERS	% DONE
1	N/A

DIVIDE



Generation X has finally found its game—Extreme Dreams by CAPS.

You're Dim, the buffed-out, rockat-board-ridin' slacker who finds enjoyment in cruising around on his ride, avoiding

obstacles. It's better than his job! The game is filled with cartoon-like artwork along with a comedic commentary on today's generation. All of the landscape is rendered in realtime, which adds a feeling of depth to Extreme Dreams, making you feel like you're on the board yourself. Some of the backgrounds even morph!

EXTREME DREAMS

PUBLISHER	SYSTEM	THINK
CAPS		Action/Racing
RELEASE DATE	PLAYERS	SIZE % COMPLETE
3rd Qtr. '96	1	CD-ROM N/A



CAPS latest title gives players a dark journey through the world of a surreal nightmare. In this non-linear, third-person, science-fiction game, your duty as a kid from future Los Angeles is to battle evil forces through the bizarre and terrifying scenarios. Your adventures will take you through a parallel time and place where the line between the laws of nature and the surreal of the unconscious are blurred. Prepare for the release of Screens this year.



SYSTEM	RELEASE DATE
	3rd Qtr. '96
PUBLISHER	THINK
CAPS	Action
PLAYERS	% DONE
1	N/A

SCREENS



Two-player fighting is the name of the game with *Cyber Gladiators* for the Sony PlayStation. Rendered graphics and detailed animation will make it easy to finish when you throw your opponent half way across the screen. The polygon style of the characters adds a unique feel to the game. Although the polygons are quite segmented, the characters work well and are almost frightening in a funny way. Not much more is known about this title from Sierra On-Line. Keep an eye on EGM for more info, though.

SYSTEM	RELEASE DATE
	November
PUBLISHER	GENRE
Sierra On-Line	Fighting
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A



PROYOS E3



Accolade recently gave EGM an exclusive look at their under-development title code named *Vandals*. This adventure title has some totally weird and cool characters. *Vandals* might just be a popular title. Since EGM only has a small amount of info and has seen an early version of the game, it's hard to say what later versions will consist of. One thing is for certain, the sketches are cool!

SYSTEM	RELEASE DATE
	4th Qtr. '96
PUBLISHER	GENRE
Accolade	Action
PLAYERS	SIZE
Multi	CD-ROM
	% DONE
	N/A

VANDALS



SHINING SWORD

Reminiscent of *Guardian Wars*, *Shining Sword* takes the 3-D action/role-playing genre to a new level. With scary and powerful enemies, mastering

this one won't be so easy. Finding your way a round, the virtual environment will be pleasing to the eye and hopefully as pleasing to the gaming senses. *Shining Sword* is a large swash from the usual American Laser Games type of game.

PUBLISHER	SYSTEM	GENRE
American Laser Games		Action/RPG
RELEASE DATE	PLAYERS	SIZE
October	1	CD-ROM
		% COMPLETE
		N/A



Marvel Super Heroes has made its way to the PlayStation and Saturn from the arcade. Featuring all of the characters from the arcade, the direct conversion will have Marvel fans fighting for joy. With the advanced capabilities of both the Saturn and the PlayStation, *Marvel Super Heroes* should be a hot one to get for Christmas. Like the arcade, it should have the ground-shaking throws and incredible special moves that you have to enjoy—especially with the Hulk!

SYSTEM	RELEASE DATE
	4th Qtr. '96
PUBLISHER	GENRE
Capcom	Fighting
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A

MARVEL SUPER HEROES

PROTOS E3

IZNOGOD



The title of this one could very well be deceiving. IznoGod from Microïds combines all of the fun elements of an action game, with traps to avoid and various secrets to find, and a puzzle game, with riddles to solve and objects that activate switches. With a cartoon look, IznoGod features a wide cast of characters you meet on your quest. With such a huge world to explore, you'll spend plenty of time searching around.

PUBLISHER	SYSTEM	THEME
Microïds		Action/Puzzle
RELEASE DATE	PLAYERS	SIZE % COMPLETE
1st Qtr. '97	1	CD-ROM N/A

Next Wave



Ever wanted to combine soccer, hockey, lacrosse and speed skating into one intense sport? HyperBlade does it in a major way! Battling in a 3-D arena, the players face one another while dazzling sound effects surround you. Play against the computer, another person or in a multiplayer battle royale. HyperBlade sends you into the 21st century!

SYSTEM	RELEASE DATE
	October
PUBLISHER	THEME
Activision	Sports
PLAYERS	SIZE
1-4	CD-ROM N/A

HYPERBLADE



Bloody action is what you'll get with Armed for the PlayStation. With plenty of heavy artillery, this one will definitely let you release any and all tension from a hard day. You control Vic through 12 rendered levels. Each level increases in difficulty as

you work your way through to the toughest enemy in the game...a traitor from your own special forces team! 3-D graphics are featured throughout Armed in both the game and the cinemas. Like some other Interplay titles, the story line makes you feel like you're interacting with a movie. In this case, an blood bath of a movie! Plus, the musical score goes along with the plot.



ARMED

PUBLISHER	SYSTEM	THEME
Interplay		Action
RELEASE DATE	PLAYERS	SIZE % COMPLETE
Sept.	1	CD-ROM N/A

BOGEY DEAD 6



Flight realism for the PlayStation with Bogey Dead 6. You'll take on jets and planes of all types as you work your way through all of the missions you take on. The cockpit makes you feel like you're really in the seat of a multimillion dollar fighter. Changing scenery such as mountains and seascapes, make for some moody settings while you do your best not to get shot down. With the graphics the PlayStation is known for, Dead Bogey 6 should be fast and smooth as silk!



PUBLISHER	SYSTEM	THEME
Sony		Flight sim
RELEASE DATE	PLAYERS	SIZE % COMPLETE
July	1 or 2	CD-ROM N/A

Mindscape is pulling out all the stops in their racing game collection this year. Megarace 2 is apparently a racing game where you can play alone or against a friend on tracks that will fill you up into the highest peaks of the skies. Little is known about the number of tracks and the vehicle varieties at this time. However, new information is heading this way and should be in your hands very soon.

PUBLISHER		SYSTEM	THEME	
Mindscape			Racing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
July	1 or 2	PlayStation	CD-ROM	N/A



PROTOS E3

Next Wave

SYSTEM		RELEASE DATE	
	PlayStation	October	Timing
	Racing		
PUBLISHER	SIZE		
Mindscape	CD-ROM		
PLAYERS	% DONE		
1-8	N/A		

Supersonic Racers is the latest racing game for the PlayStation. Although very little is known at this time about this title, it looks to be a title that involves racing and destruction. It appears to have the option for multiple paths and a wide selection of vehicles. As to exactly what the plot is and how the game-play interaction is, it is anyone's guess at this time. We'll just have to wait and see what transpires in the upcoming months.



SUPERSONIC RACERS



HMS Carnage is a 3-D rendered simulation game which takes place on the landscape of Mars. The players use over engineered Victorian steam driven vehicles to battle the enemy. Carnage gives the player an option in which the player can play preset missions or take the full blown responsibility of a complete campaign. It is too early to know exactly what features HMS Carnage boasts, how many levels or missions there are or even a story line.

HMS CARNAGE



PUBLISHER		SYSTEM	THEME	
Ocean			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1	PlayStation	CD-ROM	N/A

LEMMINGS ADVENTURE



Although Lemmings 3-D commanded a huge following that hooked many PS owners on to the thrill of 3-D in a puzzle game, Psygnosis is planning to release a new disc of adventures that are more on a classic level of Lemmings side-scrolling action. Although the characters are much larger than all the other releases, it still appears to have kept the original fun intact.



PUBLISHER		SYSTEM	THEME	
Psygnosis			Puzzle	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '96	1	PlayStation	CD-ROM	N/A

PROTOS E3

Next Wave



Although this title is still in the earliest of stages, EGM has gotten word of a latest addition to the Breath of Fire line of RPGs. All the editors have gotten on the third release is some preliminary character art. Although that really isn't much for a proto, hopefully you'll agree that what they have already looks great.

SYSTEM	RELEASE DATE
	3rd Qtr. '96
	THIEME
	RPG
PUBLISHER	SIZE
Capcom	CD-ROM
PLAYERS	% DONE
1	N/A

ZORK Nemesis

Zork Nemesis, the latest in the series of RPGs that started out as text-based adventures comes through bringing players the best Zork title to date. The title is graphically perfect with plenty of neat things to look at as you try to solve the challenging adventure. So you thought PC users were the only ones to get games like this? Zork Nemesis will bring the RPG console clans a great title.

PUBLISHER	SYSTEM	THIEME
Activision		Adventure
RELEASE DATE	PLAYERS	SIZE
1st Qtr. '97	1	CD-ROM
		% COMPLETE
		N/A



ZOMBIEVILLE

Zombieville is a graphically stunning point-and-click adventure. The professionally scripted plot twists and turns, leading you on to a mysterious journey into a world of puzzles where you, the living, and the dead walk the same streets. More info when it becomes available.

PUBLISHER	SYSTEM	THIEME
Psygnosis		Adventure
RELEASE DATE	PLAYERS	SIZE
1st Qtr. '96	1	CD-ROM
		% COMPLETE
		N/A



WORMS

For fans of the Saturn hit who are always on the go, Worms will be making an appearance on the Game Boy at the E' show. This side-view game of teamed combat allows players to battle against opposing teams in an all-out, no-hold-barred competition where the team with the last worm standing wins. Ready your arsenal for a great time.



SYSTEM	RELEASE DATE
GAME BOY	June
	THIEME
	Action
PUBLISHER	SIZE
Ocean	4-Meg
PLAYERS	% DONE
1	N/A

PROTOS E3

Prepare to share some time with Hanna Barbera's cartoon characters Fred, Dino, Shaggy and Scooby this year. Pandemonium appears to be an entertaining point-and-click adventure similar to Brain Dead 13 where players must guide the characters through a variety of twists and turns in the plot that will take them through multiple stages composing a filled adventure.



SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '96 Theme: Adventure
PUBLISHER	SIZE
Ocean	CD-ROM
PLAYERS	% DONE
1	N/A

MYST

The beautifully rendered point-and-click adventure that has built a loyal following since its debut will get a chance this year to entertain PS users. Myst is a challenging riddle-based title that will thrust you into different time zones as you attempt to find your way out of the unusual book that pulled you into its bizarre story. Prepare to experience a world like none other.

PUBLISHER	SYSTEM	THEME
Psychosis	PlayStation	Adventure
RELEASE DATE	SIZE	% COMPLETE
1st Qtr. '96	1	CD-ROM N/A

BAKU BAKU

Granted, there have been a multitude of puzzle games released in the past, but none are quite like Baku Baku. This game is completely based on animals and their corresponding foods: pandas, monkeys, bunnies, dogs, plants, bananas, carrots and bones. You can play against the computer or go against a friend in Battle Mode. Baku Baku features rendered animals and computer opponents—both with nice animation. Baku Baku is a fun and addictive puzzle game.



PUBLISHER	SYSTEM	THEME
Sega		Puzzle
RELEASE DATE	PLAYERS	SIZE % COMPLETE
July	1 or 2	CD-ROM N/A

TUNNEL B1

Tunnel B1 is sub-terrain shooter which takes place in the apocalyptic future underground Earth. Featuring beautifully rendered levels and a symphonic soundtrack which enhances the gameplay. Tunnel B1 contains five complete scenarios with the final goal of defeating the dictator who created a powerful and destructive weapon. Tunnel B1 uses light sourced graphics which add depth to the surrounding atmosphere.

SYSTEM	RELEASE DATE
PlayStation	3rd Qtr. '96 Theme: Shooter
PUBLISHER	SIZE
Ocean	CD-ROM
PLAYERS	% DONE
1	N/A



PROTOS E3

DAWN OF DARKNESS

Dawn of Darkness is a first-person shooter where you are in a fight for your life after being thrust into circumstances that many players will find out of the normal. Currently the standard for any type of action/adventure is the Doom-style, meaning players are always in a maze. Even with exceptional height-mapping techniques, many players still find this style of game boring. DoD gives players a different style of first-person game with over 40 complex room designs.

SYSTEM	RELEASE DATE
	4th Qtr. '96
	THREE
	Shooter
	CD
PUBLISHER	CD-ROM
Ocean	
PLAYERS	% DONE
1	N/A



This once exclusive PlayStation racing title is now being released on the Saturn. Saturn owners can enjoy WipeOut's smooth scrolling, fast-paced racing game of destruction and great techno music. The multiple crafts, various weapons and increasingly difficult tracks will keep gamers enthused and challenged for quite some time.

SYSTEM	RELEASE DATE
	June
	THREE
	Racing
	CD-ROM
PUBLISHER	SEGA
Sega of America	
PLAYERS	% DONE
1 or 2	100%

WipeOut



Blast Chamber

This is a unique game set in a 3-D cube. The players must race against each other to obtain control of a crystal. You must avoid traps and strategically route the room to throw off your opponents. This should be fast-paced, multiplayer fun in an unseen before environment. Grab some friends and prepare to challenge each other into the late night hours.

PUBLISHER	SYSTEM	THREE
Activision		Action
RELEASE DATE	PLAYERS	SIZE
November	1-4	CD-ROM
		% COMPLETE
		N/A



This will be a very involving RPG. Character interaction will take on new meaning as all the people you meet will be fully developed and complex. They can even talk with each other when you are not present. This may change the face of RPGs from now on! Be sure to keep a look out for more info as this one develops.

SYSTEM	RELEASE DATE
	4th Qtr. '96
	THREE
	Action
	CD-ROM
PUBLISHER	SEGA
Psygnosis	
PLAYERS	% DONE
1	N/A

SENTINEL

Next Wave



The jungle adventure game of exploration will also be making an appearance at E³ for players who have followed our hero's exploits from the original Atari release. PlayStation owners will get their first chance to experience Pitfall on a next-gen system.

PITFALL 3-D

PUBLISHER		SYSTEM		THEME	
Activision				Action	
RELEASE DATE	PLAYERS			SIZE	% COMPLETE
March '97	1			CD-ROM	N/A

INCREDIBLE IDIOT'S IN SPACE

IIS is a breakthrough comedy/action adventure game where your mission is to uncover who is attempting to gain control of the universe. The title features 36 different alien life-forms and allows you to select your own dialog when you interact with the NPCs.



SYSTEM		RELEASE DATE	
		4th Qtr. '96	
PlayStation		Action	
PUBLISHER	SIZE		
American Softworks	CD-ROM		
PLAYERS	% DONE		
1 or 2	N/A		

SYSTEM		RELEASE DATE	
		3rd Qtr. '96	
PlayStation		Action	
PUBLISHER	SIZE		
American Softworks	CD-ROM		
PLAYERS	% DONE		
1 or 2	N/A		

Four students have been transformed into virtual cyberknights with superpowers. You can navigate the inner space of multilevel, 3-D isometric cyberworlds and confront the most bizarre, cyboid creatures in the universe. Darknet features five unique worlds with five levels in each played from a three-fourths isometric view.



RETURN TO ZORK

Return to Zork is an adventure game of epic proportions. The computer original will be appearing on the PS and the Return in the later half of the year. It will contain all of the great features that made the computer release a huge hit with the adventuring audience.



PUBLISHER		SYSTEM		THEME	
Activision				Adventure	
RELEASE DATE	PLAYERS			SIZE	% COMPLETE
4th Qtr. '96	1			CD-ROM	N/A

PROTOS E3 Darknet

PROTOS E3

Surreal is the latest puzzle game by ASC. You travel through various time periods attempting to solve riddles in realtime 3-D graphic backgrounds, attempting to defeat other characters.

Next Wave



PUBLISHER	SYSTEM	THEME	
American Softworks		Action	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A

Surreal



While searching to kill Eddie, the ultimate evil, you will travel through 50 different worlds and attempt to take his energy pods before he destroys the universe. Fans will also be interested to know Melt will be featuring great music by Iron Maiden.



PUBLISHER	SYSTEM	THEME	
American Softworks		Action	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A



S.T.O.R.M.

SYSTEM	RELEASE DATE	
	September	
PUBLISHER	THEME	
American Softworks	Action	
PLAYERS	SIZE	% COMPLETE
1	CD-ROM	N/A

S.T.O.R.M. features multiple parallax background scrolling, high resolution images and various "side" sequences to create an intense mix of gameplay perspectives. To keep the audio end up to the visual par, the title also features a hauntingly eerie soundtrack.

PERFECT WEAPON



Perfect Weapon allows you to explore five strange alien moons and interact with numerous alien races who hold the key you are searching for. The title features

dozens of motion-captured fighting styles that allow you to fight with or without weapons as you search for the reason you were forcefully brought to these strange alien places. More info later to come!

PUBLISHER	SYSTEM	THEME	
American Softworks		Action	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A

MICKEY'S WILD ADVENTURE



Disney's premier mouse, Mickey, makes his way onto the home gaming system again—this time on the PlayStation. Although Sony of Europe admits to bringing the title out in Europe, Sony of America denies that it is being released in the states. Mickey's Wild Adventure is a side-scroller typical of the previous Mickey games, featuring nice graphics and animation typical of Disney.

SYSTEM	RELEASE DATE
	4th Qtr. '96
PlayStation	Action
PUBLISHER	SIZE
Disney	CD-ROM
PLAYERS	% DONE
1	N/A

Next Wave

SYSTEM	RELEASE DATE
	4th Qtr. '96
PlayStation	Action
PUBLISHER	SIZE
Asiac	CD-ROM
PLAYERS	% DONE
1	N/A



King's Field 3

The original King's Field games featured a 3-D world, active combat and many interesting enemies and characters. It seems as if King's Field 3 is all that and more. Only time will tell if there will be any changes in the interface or the enemies. Keep reading EGM for more information on King's Field 3.



TNN 4x4

TNN is an off-road racing game which mimics the feel of realistic off-road racing. TNN features a choice of six race courses; each with varying weather

conditions. The gamer can choose his/her favorite vehicle from a choice of six, each with different attributes. TNN 4x4 let gamers experience racing at its best.

RELEASE DATE	PLAYERS	SYSTEM	THRIVE
3rd Qtr. '96	1 or 2		Racing
		CD-ROM	% COMPLETE
			N/A

DUKE NUKE'M 3D

Duke Nuke'm 3D is a fresh and fun approach to

SYSTEM	RELEASE DATE
	4th Qtr. '96
PlayStation	Action
PUBLISHER	SIZE
Forgen	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

the first-person perspective action genre. DN contains a variety of levels taking the player through urban streets to an underwater submarine. Fans of first-person perspective games are sure to love Duke Nuke'm 3D.



PROTOS E3

Kirby Super Deluxe

Everyone's favorite pinkish-white pouter with legs will be returning again for a possible one last fling on the Super NES.

Nintendo is keeping a tight wrap on this one, but more info is bound to be sent your way as it is unlocked by the producers. In the meantime just sit back and prepare.



PUBLISHER	SYSTEM	THIRD
Ocean		Action
RELEASE DATE	PLAYERS	SIZE % COMPLETE
3rd Qtr. '96	1 or 2	CD-ROM N/A

PUBLISHER	SYSTEM	THIRD
Nintendo		Action
RELEASE DATE	PLAYERS	SIZE % COMPLETE
3rd Qtr. '96	1	48-Meg 80%

Cheesy appears to be a side-scrolling game that features a genetically inferior rodent as the main character. The name is obviously derived from the rodent's desire for food and what he does best, eat. The game appears to contain rendered objects and backgrounds that will take the player to different stages where he/she will have to struggle to get by. Within the next few months EGM hopes to gain more info on this clean-looking attractive title.



HEXEN

SYSTEM	RELEASE DATE
	N/A
THEME	
Shooter	
PUBLISHER	SIZE
GT Interactive	N/A
PLAYERS	% DONE
1	N/A

The popular first-person action game Hexen is coming to the PlayStation and Saturn. Now those without PCs can enjoy the fun and excitement of Hexen with its multiple weapons and spells set in a medieval fantasy world.



POWER SLAVE

PUBLISHER	SYSTEM	THIRD
Playmates		Adventure
RELEASE DATE	PLAYERS	SIZE % COMPLETE
October	1	CD-ROM N/A

Power Slave is a first-person action/adventure game based in an ancient Egyptian city. Players can play in both first- or third-person and are able to explore underwater grottos, ancient temples and the realm of the undead—all of which are fully rendered, 3-D realtime settings. Fans of X-COM might find that Power Slave is right up their alley.

SPIDER

It's a bity spider, crawling in this game. Spider for the PlayStation is in its early stages. From the looks of it, this one seems to put you in the role of a spider, making its way through various troubles. From the shots shown, Spider has various camera angles and allows you to venture in all of the places a real spider could go. The rendered graphics make for some nice looks. It's a fresh idea for a game.

PROTOS E3

PUBLISHER SYSTEM THEME

BMG Interactive		Adventure
RELEASE DATE PLAYERS	YEAR % COMPLETE	
1st Qtr. '96 1	CD-ROM N/A	



Next Wave

SYSTEM RELEASE DATE

	3rd Qtr. '96
Action	
PUBLISHER YEAR	
Ocean 1995	CD-ROM
PLAYERS % DONE	
1 N/A	

Based on the multimillion dollar movie, Waterworld for the Saturn. You are the half-man, half-mutant character that Kevin Costner played in the movie. You'll have to reconquer your impressive craft and destroy smokers of various kind. Deleted ships add realism to the action. Though it has yet to be released, big graphics and large enemies throughout. Waterworld makes for scenes that you will want to play through again and again.



WATERWORLD



There's nothing like a good, old comedic RPG to scare those blues away. Kingdom O' Magic has three wacky characters to choose from in your adventure. The environment is completely SGI-rendered, but there's hardly anything serious in this one. The quests, the characters and all of the creatures you meet up with are bizarre. What makes for extra playability are the nine various game scenarios. This way, one play won't be enough to make this one old. An adult starting point in a tavern is yet another one of the gags in this title for various platforms.



PUBLISHER SYSTEM THEME

Sales Curve		RPG
RELEASE DATE PLAYERS	YEAR % COMPLETE	
4th Qtr. '96 1	CD-ROM N/A	

KINGDOM O' MAGIC

ROCKET JOCKEY



Imagine a futuristic racing/action game where you jet around on super-charged hover-jets knocking other racers over. Rocket Jockey should be what comes to mind. Combining several genres into an intense title, Rocket Jockey will take on a journey through games like Rocket Racing, Rocket Ball and Rocket War. In order to make it through the harpin turns, you have to shoot a hook in a catch and hook your way through.



PUBLISHER SYSTEM THEME

Rocket Science		Sport/Action
RELEASE DATE PLAYERS	YEAR % COMPLETE	
1st Qtr. '96 1 or 2	CD-ROM N/A	

PROTOS E3



GENDER WARS

Now here's a scary thought: the pressure between the sexes escalating until a war begins. Who will win? I guess that's up to you. Gender Wars, for the Saturn and PlayStation, features a huge playing area, two game perspectives and a sick opportunity to take out your daily stress on the opposite sex without getting arrested! This one is a futuristic and strange look into what could be.

PUBLISHER		SYSTEM	TITLE	
Sales Curve			Action	
RELEASE DATE	PLAYERS		AGE	% COMPLETE
4th Qtr. '96	1		CD-ROM	N/A

Next wave

MACHINEHEAD

SYSTEM	RELEASE DATE
	3rd Qtr. '96
TITLE	
Action	
PUBLISHER	AGE
U.S. Gold	CD-RDX
PLAYERS	% DEMO
1	N/A

While you could sing the lyrics to Bush songs while playing this one, from what EGM saw, you might not have the opportunity. Your job is to destroy. As you fly your craft around, lock on to enemies and blast away your rockets, blowing the various machines to smithereens. The programmer turned Mechinhead will do anything to stop you from defeating all of his creations. 15 levels along with 25 different types of enemies will make for some long nights playing this one.



These pesky robots are at it again, fighting and causing trouble for the future world as we know it. XS throws you into an action-packed realm that'll keep you on the edge of your seat with 90 lethal enemies and 20 mind-numbing levels. Fully SGI rendered characters make things seem like they're getting ready to jump out of the screen. As you play in the tournament, you realize two options: win or die!

XS

PUBLISHER		SYSTEM	TITLE	
Sales Curve			Action	
RELEASE DATE	PLAYERS		AGE	% COMPLETE
3rd Qtr. '96	1-4		CD-ROM	N/A

SWAGMAN



Dreamworlds and evil enemies are about to be stopped by Zac and his twin sister in Swagman for the PlayStation and Saturn by U.S. Gold. Fully rendered characters, both allies and enemies, bring cartoons to life in a spectacular way. A magical story line with plenty of mirror worlds and mystical beasts should keep any gamer busy. From the shots EGM saw, Swagman looks very impressive.



PUBLISHER		SYSTEM	TITLE	
U.S. Gold			Action	
RELEASE DATE	PLAYERS		AGE	% COMPLETE
3rd Qtr. '96	1		CD-ROM	N/A

MONSTER FARM

Next Wave

PROTOS E3



Now this one is also just a stab into the air but this one may have something to do with a farm and monsters that you grow possibly? But just growing them wouldn't be much fun, so there has to be a battle sequence of some sort. It's a good thing too because there are power bars to keep track of damage.

SYSTEM	RELEASE DATE
	October
PUBLISHER	THEME
Tecno	Action
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A



Disrupter contains some really detailed graphics. It looks like a first-person adventure title where you search through different futuristic areas, solving quests and such. Again, EGM editors are waiting to get more information as the E3 date becomes closer and more specifications are given. It is safe to say at this time that it does have a unique appeal.



SYSTEM	RELEASE DATE
	4th Qtr. '96
PUBLISHER	THEME
Universal Interactive	Adventure
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

DISRUPTER



Kokumerikan

Tecno keeps a tight lid on their releases and falling into their area of hidden-to-be titles is Kokumerikan. What this one is about is anyone's guess. With only two screen shots that aren't

very informative, this one's theme could be anyone's guess. Obviously it contains a girl in an RPG-based adventure.

PUBLISHER	SYSTEM	THEME
Tecno		Action
RELEASE DATE	PLAYERS	SIZE
November	1 or 2	CD-ROM
		% COMPLETE
		N/A



Tecmo Stackers looks like a cross between Kirby's Avalanche and a Baku Baku style of title. Little is known about this import, but the game does look like a fun title that could be really enjoyable while playing by yourself or possibly against a friend. Look for more information.

SYSTEM	RELEASE DATE
	November
PUBLISHER	THEME
Tecno	Puzzle
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A

TECMO STACKERS

PROTOS E3

DEADLINE

Deadline is still basically a mystery game from the masterminds at Psygnosis. It looks like a cross between a style similar to Steel Harbinger and Project Overkill. This one really looks as if it has what it takes to consume much playing time around

Christmas this year. Definitely keep an eye out for this well-rounded title.

PUBLISHER		SYSTEM	THEME	
Psygnosis			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	



Next Wave

SYSTEM	RELEASE DATE
	4th Qtr. '96
PUBLISHER	THEME
Viacom	Action
PLAYERS	SIZE
1 or 2	CD-ROM
	% COMPLETE
	N/A

In the over-populated, crime-ridden future, convicted criminals are given their choice: death or possible fame by playing a death-game. Death Drone features two perspectives as gamers pilot through the open 3-D environment that allows players to roam freely instead of sticking to predestinated tracks. Take all this and mix in a variety of realistic physics to base all the combat on and you have a well thought out title.



DEATH DRONE



QAD is a mission-based flying shoot-'em-up title of space conquest against the weirdest and most unusual enemies ever found in a title. QAD features a great spacecraft to control with superb dynamic light controls and an awesome array of destructive weaponry to use through the multiple levels. The title also features head-to-head combat play as well as singular play, giving you hours of good fun while blazing through the stages with their amazingly detailed enemies. QAD is a great game for players who want to live on the edge of a challenging sim crossed with a title that uses humor to entertain its players.



QAD

PUBLISHER		SYSTEM	THEME	
Philips			Simulation	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1-4	CD-ROM	N/A	

DOWN IN THE DUMPS



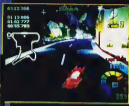
Down in the Dumps is an adult cartoon adventure set on a sinking rubbish dump. This title features a near seamless transfer from cinematic sequences to interactive sessions. DID is a masterpiece of a witty script with perfectly cast voices. The game also allows you to record the cartoon sequences so you can play them back later. DID might surprise some players this year.

PUBLISHER		SYSTEM	THEME	
Philips			Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
4th Qtr. '96	1	CD-ROM	N/A	

MOTORTOON 2

PROTOS E3

Next Wave



Motortoon 2 is the latest racing game from Sony Computer Entertainment. It is still shrouded in secrecy but from what EGM can see, the game looks like it has what it takes to succeed in a challenging market. The game features multiple cars in various terrain settings for you to battle in and test your driving ability.



 PlayStation PUBLISHER Sony PLAYERS 1	4th Qtr. '96 Racing SIZE CD-ROM % DONE N/A
--	---

GALAXY FIGHT



The greatest battle in the universe has begun as the contenders line up to take their shot at the most powerful of all the beings, Falden Cree. Galaxy Fight from Sunsoft boasts clean-rendered backgrounds and a gathering of the most unusual characters ever to be seen on the PS and Saturn. Spanning eight planets, it is an epic confrontation.

PUBLISHER	SYSTEM	THIRD
Sunsoft		Fighting
RELEASE DATE	PLAYERS	SIZE % COMPLETE
May	1 or 2	CD-ROM N/A

Jewels Of The Oracle

An archeological site has recently unearthed an ancient site where people were trained to use the now-lost skills of logic, reasoning and most importantly, magic. Now this now dangerous combination has been released into the world, and you get a chance to use or abuse it. Jewels of the Oracle features exquisitely rendered 3-D in stunning photorealistic quality graphics and captivating sounds to keep players attention, while they attempt to solve the interactive puzzles.



PUBLISHER	SYSTEM	THIRD
Sunsoft		Adventure
RELEASE DATE	PLAYERS	SIZE % COMPLETE
4th Qtr. '96	1	CD-ROM N/A



VIRTUAL GALLOP



Virtual Gallop is an ultra-realistic 3-D, polygon-rendered horse racing game where you control the horses as a jockey. Racing wins you points you can use to upgrade your horse's speed, stamina, dash or gall which increases your horse's chance of being victorious in the next race. Racing statistics can be stored in the game's database that keeps track of the past three years of racing.

SYSTEM	RELEASE DATE
 PlayStation PUBLISHER Sunsoft PLAYERS 1	4th Qtr. '96 Racing SIZE CD-ROM % DONE N/A

PROTOS E3



Another release of the long line of Megaman titles gives PlayStation owners the chance to play as the blue hero and his loyal sidekick Zero. In Megaman X3, you can jump from character to character, utilizing each character's best features to get further through the challenging levels. Still really early, MMX3 appears to be a great title for a system that has been lacking a classic action title.

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr.
Capcom	Action
CD-ROM	
PUBLISHED	GENRE
1	N/A

MEGAMAN X3



The PC hit that set the standard for similar titles is expected to make a showing on the PlayStation and the Saturn to give next-gen console players a chance to save the universe. This title is supposed to incorporate more ships and revamp some of the old classics. Although the ships are the major part of the title, the biggest draw is the in-depth plot that never seems to bore or stagnate for even a minute. Old Genesis flashbacks re-appear. Get ready.

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
Adventure	
CD-ROM	
PUBLISHED	GENRE
1	N/A

STAR CONTROL 2



WEREWOLF: THE APOCALYPSE



Experience the mysterious life as a werewolf in Capcom's soon to be released title named after the strange creature. This one is still being kept under wraps. It is not known where the player fits into this title, but with the beautifully rendered characters and sharp backgrounds, it really has something to offer. Just wait and see what transpires on this title of blood and guts.

PUBLISHED	SYSTEM	GENRE
Capcom		Action
3rd Qtr. '96	1	CD-ROM
RELEASE DATE	PLAYERS	% COMPLETE
3rd Qtr. '96	1	N/A



The thrill of in-house pinball will be available to players with limited room in their rooms this year. True Pinball from Ocean gives players the chance to rocket through different themes with different dials as they practice the dying art of pinball on the TV screen instead of the arcade.

SYSTEM	RELEASE DATE
 PlayStation	3rd Qtr. '96
Pinball	
Ocean	CD-ROM
PUBLISHED	GENRE
1-8	N/A

TRUE PINBALL

Next Wave

SYSTEM RELEASE DATE



November

THREE

Racing

PUBLISHER

1022

Interplay

CD-ROM

PLAYERS

% DONE

1 or 2

N/A

The classic racing game gets a 3-D facelift in its sequel. Originally titled Rock 'N' Roll Racing 2, this first-person perspective racing will take



on new meaning as you race in surreal worlds instead of Formula One tracks. Expect Red Asphalt to have great music like the original. Also plan on seeing dangerous new weapons and power-ups that will make for an interesting afternoon drive with the other commuters.



RED ASPHALT

CONTRA

Everyone's favorite military commando game that first appeared on the NES will be appearing on the PlayStation sometime this year. The graphics and action look phenomenal as do the large and impressive enemies. Pabence is a virtue for a next-gen version of this old favorite.

SYSTEM	RELEASE DATE
	3rd Qtr. '96
PlayStation	THREE
PUBLISHER	SIZE
Konami	CD-ROM
PLAYERS	% DONE
1 or 2	N/A



VECTORMAN 2



The cleaning robot with a mission will be returning to take out some more trash this year. Little is known about the title, whether it has been improved or if it is just a continuation of the original. At this time it is suspected to contain more levels and additional morphing power-ups to keep the interest of players.

PUBLISHER	SYSTEM	THREE
Sega		Action
RELEASE DATE	PLAYERS	SIZE % COMPLETE
September	1	24-Meg N/A





Pilotwings 64

The 3D era helped give players their first taste of vertigo on the Super NES is also the same idea that's in the lineup for the introduction to the Nintendo 64. The graphics clearly have been improved over the original and include some impressive stage backgrounds. For example, there is an interesting addition to the famed Mt. Rushmore, and a flyby through restricted Ellis Island airspace is also waiting to be explored.

Flying crafts consist of a one-person gyrocopter, a rocket puck (as in the original) and many more. Which ever way you look at it, Pilotwings for the N64 will be hooking players to the intense action all over again. Keep an eye out for more information as it becomes available to us here at EGM. As the release date and the E! show come closer, more information is bound to surface on this cool game.

SYSTEM		RELEASE DATE	
NINTENDO 64		September	
PUBLISHER		THUNDER	
PLAYERS		Flight sim	
1		J2-Reg	
N/A		N/A	

Next Wave

Although LucasArts is still keeping a tight wrap on this title, a limited amount of information has been supplied for the unveiling at the upcoming E3 show.

The bindingly fast sports gaming classic *BallBlazer* returns with an all-new, updated multiplayer version for the Sony PlayStation. *BallBlazer* has been redesigned to take full advantage of the latest technology and is set in a spectacular realtime 3-D environment to blow players' minds away with dazzling effects in intense competition.



BallBlazer

PROTOS E3

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	TITLE
LucasArts	Act/Sprt
PLAYERS	SIZE
1 or 2	CD-ROM
% DONE	N/A

HERC'S ADVENTURES

Greek mythology is turned into a virtual toga party starring Hercules and his buddies in the lighthearted, two-player game *Herc's Adventures*. With the help of an ancient civilization hanging in the balance, players take their turn at defeating gods and mythical creatures in the tale's vast field of play.



PUBLISHER	SYSTEM	TITLE
LucasArts		Action
RELEASE DATE	PLAYERS	SIZE
4th Qtr. '96	1 or 2	CD-ROM
% COMPLETE	N/A	N/A

LucasArts' first-person 3-D shooter known for outstanding levels that utilized amazing height mapping is making an appearance on the PlayStation. Console users will now get the chance to use the Dark Side's secret weapon, the Dark Trooper, first hand against their mean allies.



PUBLISHER	SYSTEM	TITLE
LucasArts		Doom
RELEASE DATE	PLAYERS	SIZE
4th Qtr. '96	1	CD-ROM
% COMPLETE	N/A	N/A

DARKFORCES

Rebel Assault 2

The original computer Star Wars simulator for the PC is back but this time it's on the Sony PlayStation. Taking control of all the Rebel's most advanced fighters, your mission is to stop the Empire's production of their new Shadow Fighter known for its amazing cloaking abilities. *Rebel Assault 2* features realistic 3-D graphics and live-action video including the first new Star Wars footage since Return of the Jedi. You will need to utilize all of your best piloting skills to match the challenges required to finish *Rebel Assault 2*. Stay alert for more information as it becomes available to EGM.

SYSTEM	RELEASE DATE
 PlayStation	4th Qtr. '96
PUBLISHER	TITLE
LucasArts	Shooter
PLAYERS	SIZE
1	CD-ROM
% DONE	N/A



PROTOS E3

Virtua Cop 2

Manx TT

Next Wave



EGM has learned that Sega has a sequel to the famed Virtua Cop in the works. VC2 is suspected to use the gun just as the first VC but with some added twists to the plot. What has

been added at this time is still unknown. The best guess is that Sega will do another direct port from the excellent coin-op.



SYSTEM	RELEASE DATE
	December
	THIRD
	Action
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1	N/A



The power of these superbikes was just too much to allow the home crowd to addily by as the coin-op fanatics roared their way through multiple levels at speeds over 200kph. MANX TT allows you to choose the course and the bike and to challenge other opponents in an extreme competition-based race. The terrain and altitude of the race offer some variety since they both change as you rocket through scenic levels in a third-person or a virtual-reality perspective.

Virtual On is the home conversion of the two-player arcade game. This is a futuristic mech-based game that allows you to battle against other robotic opponents. There are different arena settings—one for each of the characters. The gameplay is similar to other popular head-to-head titles like T-Mek or Cyberseed.



SYSTEM	RELEASE DATE
	December
	THIRD
	Action
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1	N/A

VIRTUAL ON

SYSTEM	RELEASE DATE
	December
	THIRD
	Racing
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1	N/A

FIGHTING VIPERS



The arcade fighting game smash hit will soon be available for players on the Sega Saturn. The title renowned for its Virtua Fighter feel is suspected to contain the same eight comical fighters as the coin-op version. Similar to the original, the stage backgrounds are also this title's rabbling force.



SYSTEM	RELEASE DATE
	4th Qtr '96
	THIRD
	Fighting
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1 or 2	N/A



PlayStation Sports contest

ENTER TO WIN a full entertainment system

Grand Prize: one winner

SONY 41-inch big screen TV
SONY VHS hi-fi VCR
PlayStation game console
1 copy of MLB Pennant Race
1 copy of NBA Shoot Out



First Prize: six winners

1 copy of MLB™ Pennant Race
1 copy of NBA Shoot Out

Second Prize: fifteen winners

1 PlayStation T-shirt



urnote



Contest Rules:

1. **Eligibility:** Open to all who live in the United States. To enter, send a postcard to: PlayStation Sports Contest, Sanyo Publishing Group, Inc., 1920 Highland Avenue, 2nd Floor Lombard, Illinois 60145. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Handwritten reproduced entries will not be accepted. Entries must be received by June 1, 1996. All entries become exclusive property of Sanyo and will not be acknowledged or returned. Sanyo Publishing Group, Inc. and sponsor assume no responsibility for lost, misplaced, late, illegible, incomplete, postage-free, or misdirected entries. Only one prize per family or household is allowed. 2. **Prizes:** 1 Grand Prize - Grand Prize winner will receive one (1) Sony 41-inch hi-fi VideoCassette Big Screen Color TV, one (1) Sony VHS hi-fi videocassette recorder, one (1) PlayStation game console, one (1) MLB Pennant Race video game, and one (1) NBA Shoot Out video game. Grand Prize has an approximate retail value of \$2,946. 5 First Prizes - First Prize winners will receive one (1) MLB Pennant Race video game and one (1) NBA Shoot Out video game. First Prize has an approximate retail value of \$306. Fifteen Second Prizes - Second Prize winners will receive one (1) PlayStation T-shirt. Reproduced Prize has an approximate retail value of \$10. Winners will be contacted by a random drawing from all valid entries by sponsor whose details are listed. Drawing to be held on or about June 15, 1996. All prizes will be awarded. Prizes cannot be sold, traded, or used. Prizes are not transferable. No substitution of prizes is allowed, except at the option of Sponsor should the featured product(s) become unavailable. 3. **Copies of Entries:** The odds of winning will be determined by number of valid entries received. 4. **Eligibility:** Sweepstakes open to residents of United States and Canada only. Void in Illinois, Iowa and Quebec. Non-compliance with the above parameters contained herein or failure of any participant to adhere to the rules will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/acceptance of liability/consentance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use by Sponsor and/or MLB Properties, the Office of the Commissioner of Baseball, the American and National Leagues of Professional Baseball Clubs and their member Clubs (collectively the "MLB Entities"), of their name and likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Sanyo Publishing Group, Inc., Sony Computer Entertainment America, the MLB Entities, and their parent companies and affiliates are not eligible. Neither Sanyo Publishing Group, Inc., Sony Computer Entertainment America, their parent companies nor affiliates, subsidiaries, divisions, nor related companies are responsible for any damages, losses, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agree that all prizes are awarded on the condition that the MLB Entities, Sanyo Publishing Group Inc., and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that the MLB Entities and Sanyo Publishing Group, Inc. has neither made nor will it any liability responsible or liable for any existing, prospective, or guarantee approval or implied in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness. 5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope to PlayStation Sports Contest Winner, Sony Computer Entertainment, 815 E. Hyde Park Blvd., 2nd Floor, Foster City, CA 94404. Requests for winners lists must be received by July 8, 1996. Allow 4 weeks for delivery of winners list. 6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local laws apply. 7. **Affiliate:** This contest is solely sponsored by Sony Computer Entertainment America. The Major League Baseball Entities trademarks and copyrights depicted on this product are trademarks which are the exclusive property of the respective league (Baseball, Basketball Clubs) and may not be reproduced without the written consent of MLB™. MLB™ is a trademark of MLB Properties. Official Licensee - Major League Baseball Players Association Logo © MLB Properties. Developed by Sony Interactive Entertainment. Pennant Race is a trademark of Sony Interactive Entertainment Inc. 1996 Sony Interactive Entertainment Inc. NBA Shoot Out is a trademark of NBA Properties Inc. The NBA and individual NBA Team Identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties Inc. and the respective member Teams and may not be used, in whole or in part without the prior written consent of NBA Properties Inc. 1996 NBA Properties Inc. All Rights Reserved. 1996 Sony Computer Entertainment Europe is a division of Sony Interactive Entertainment Limited. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment. URNOTE is a trademark of Sony Interactive Entertainment Inc. All Rights Reserved. Made in U.S.A.

PROTOS E3

GRAND THEFT AUTO

Can't afford it? Then steal it. Grand Theft Auto allows you to steal anything from a bus to a Ferrari and attempt to evade the law with your new prize. The

game features a unique top-down perspective offering tremendous visual depth as you race anywhere you can to escape. This game will be a real steal!

PUBLISHER	SYSTEM	THING
BMG Interactive		Stealing
RELEASE DATE	PLAYERS	SIZE % COMPLETE
October	1 or 2	CD-ROM N/A

GRETZKY 64

SYSTEM	RELEASE DATE
	November
	Hockey
PUBLISHER	SIZE
Time Warner	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

Gretzky 64 is a realtime rendered 3-D hockey game with lightning-fast action. The game is played in a three-on-three style with an intelligent camera that is capable of 360-degree rotational views for a unique hockey experience.



AREA 51

SYSTEM	RELEASE DATE
	October
	Shooting
PUBLISHER	SIZE
Time Warner	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

The alien search-and-destroy stand-up game hits home. Area 51 has you searching a secret government base in an attempt to eliminate the threat of alien infestation. This game should support both the Sega and Sony guns.



SYSTEM	RELEASE DATE
	October
	Action
PUBLISHER	SIZE
BMG Interactive	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

Go it alone or grab a friend and race through the Big Apple to solve a dangerous mystery. Fire & Klawd features over 15 levels of non-stop action and an Active A Detect feature that automatically adjusts game difficulty according to the player's skill level and ability. Players better be up to the challenge when they attempt F&K.

FIRE & KLAWD

RAYMAN™

With supporters like these
you'd think he was running for office...



"1995
Parents' Choice Award"

"Game of the Month"

Electronic Gaming Monthly,
September 1995

"5 Stars!"

New Type Gaming

"Best Character,
Best Animation,
Best Soundtrack"

1996 Video Game Super Guide

"Best Graphical Adventure"

Digital Dad 77

"Best Jaguar Game"

1995 Amusement Game Magazine Award

"Editor's Choice Award"

Strategy Plus, May 1996

"A"

Entertainment Weekly,
November 17, 1995

"1995 Megaward"

GameStar, January 1996

The Action Platform Game you can trust!

Now on PC CD-ROM



PROTAGONIST E3

SF ALPHA 2

The famed Street Fighter has a brand-new addition to the family, Street Fighter Alpha 2. This game has cool features including new characters, new backgrounds and a new auto-combo system. This revealed auto-combo system gives players a chance to build their own killer combos with a sequence of multiple button taps to pound the opposition into the ground.



SYSTEM		RELEASE DATE	
		4th Qtr. '96	
PUBLISHER		GENRE	
Capcom	CD-ROM	Fighting	
PLAYERS		% DONE	
1 or 2	N/A		

Core Design has created the next generation of action/fighting games. Featuring 15 levels of typical nina fighting and set in an isometric 3-D-

type view, this game takes the Virtus Fighter polygon character and moves him through mazes of enemy-infested action. With over 50 different fighting moves plus magic spells, you must journey through both interior and exterior environments. Watch this title to be coming from U.S. Gold later this year. This one is going to be hot!



SYSTEM		RELEASE DATE	
		4th Qtr. '96	
PUBLISHER		GENRE	
U.S. Gold	CD-ROM	Action	
PLAYERS		% DONE	
1 or 2	N/A		

NINJA

JET MOTO

Besides the obvious car racing games that have recently swamped the market, very few—if any—motocross games surfaced for any system let alone a next-generation platform. Jet Moto allows you to take your racing talents to the dirt and race against others of equal skill. Transverse dirt mounds on the hottest off-road bikes around while leaving the rest in your dust.

PUBLISHER		SYSTEM		GENRE	
SCEA				Racing	
RELEASE DATE		PLAYERS		SIZE	
4th Qtr. '96	N/A	PlayStation		CD-ROM	N/A



Download the Demo
<http://www.returnfire.com>

TAG, YOU'RE DEAD

RETURN FIRE



Don't just stand there.
Return Fire on PlayStation,
Saturn and Windows 95.

Your front line looks like Swiss cheese, and your flank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia video, and a killer stereo soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time. But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

Destroy. Destroy. Destroy.



PlayStation Saturn Windows 95

For Tips and Hints, dial 1-(960)-Calltip
\$ 90/min. (recoiled). Must be 18
or older, or have parental permission.
Touch-tone phone required.

MADE IN U.S.A.



Control and Designed by Bungie, U.K. Now Distributed by Electronic Arts, U.S.A. © 1995 Electronic Arts. All Rights Reserved.

RETURN FIRE is a trademark of Bungie Software, Inc. U.S. Licensed under the name of Electronic Arts. Electronic Arts and Return Fire are registered trademarks of Electronic Arts. Microsoft, Windows 95 and Windows are registered trademarks of Microsoft Corporation.



OLYMPIC SOCCER

The crowd roars as



Are you tough enough to help the U.S.
defeat the elite in soccer?

Do amazing scissor kicks.



This time soccer
goes world-class
at the Olympic
Summer Games.

GOAL

Blast bodacious banana shots.



Powerful pylon graphics add
a whole new level of realism.

Make unbelievable saves.



All the great moment scenes
including the U.S.A.

But if you can't beat
the best in the world...
Pleezzz don't kick in the T.V.

Don't be left on the sidelines



Official Licensed Product of The Atlanta Committee for the Olympic Games. The U.S. and Korea are trademarks of U.S. Soccer, Inc. ©1994 U.S. Soccer and the Sega Saturn. An exclusive of Sega Saturn. Sega Saturn, Inc. Sega Saturn and the Sega Saturn logo are registered trademarks of Sega Saturn. Sega Saturn, Inc. Sega Saturn and the Sega Saturn logo are registered trademarks of Sega Saturn. Sega Saturn, Inc. Sega Saturn and the Sega Saturn logo are registered trademarks of Sega Saturn. Sega Saturn, Inc. Sega Saturn and the Sega Saturn logo are registered trademarks of Sega Saturn.



You step on the field.

OLYMPIC SUMMER GAMES

Feel the goosebumps???

Yer gain' for greatness in 15 Olympic events

including the 100M sprint, javelin, discus,
weightlifting, archery, fencing,
pole vault, swimming...and much, much more.



A giant step forward in fun
with 3D CGI graphics.



A true test for the best.



Limitless motion capture action
brings each athlete to life.

Can you be the world's fastest?



For the biggest games of the year.

It's not some wild dream. It's the Olympic Summer Games.
Coming this summer to Atlanta and a video game store near you.



Team EgM

BASEBALL SEASON HEATS UP WITH MLB PENNANT RACE



Baseball games have come a long way in the past few years. MLB Pennant Race represents the latest in the state-of-the-art, 3-D-rendered 32-bit baseball games.

It's time to pick up the torch, fellow sports gamers: The 1996 Olympic Summer Games are just around the corner. Team EGM's editors went down to Atlanta, site of the games, to check out the frenzied last-minute construction taking place and to get the latest word on a number of Olympic video game titles.

Last month, Team EGM showed you U.S. Gold's Dream Team Basketball. This month's issue sheds new light on the two other games that round out U.S. Gold's Olympics lineup: Olympic Sports Soccer and Olympic Summer Games. Both are coming out for the Sony PlayStation and Sega Saturn. The 16-bit market has not been neglected either. THQ plans to bring out Olympic Summer Games for the Super NES, Genesis and Game Boy platforms.

Not surprisingly, several other companies plan to release their

track and field games to take advantage of Olympics fever, including Konami's International Track and Field and 3DO's 3D-Cathalon.

Also in this issue, Team EGM takes an inside look at Major League Baseball (MLB) Pennant Race from Sony Interactive Sports, as well as a preview of Addas Power Soccer from Sony's own Psygnosis in Europe.

Who will win the one-on-one battle between Sony's NBA Shootout and EA Sports' NBA Live '96? Team EGM reviewed both to see which one has the skills to pay the bills.

On a side note, Team EGM celebrated the start of the 1996 baseball season by watching the Dodgers play the Cubs at Wrigley Field. Unfortunately, it was 12 degrees, windy and snowing that day. The editors froze! This installment of Team EGM will get you warmed up for this summer's hottest upcoming releases.

THE LINEUP

PREVIEWS

OLYMPIC AMBREA AMBREA (PLAYSTATION)
OLYMPIC SOCCER (PLAYSTATION)
MLB PENNANT RACE (PLAYSTATION)
MAYABA POWER SOCCER (PLAYSTATION)
OLYMPIC SUMMER GAMES (SUPER NES • GAME BOY)

BOX SCORE

NBA LIVE '96 (PLAYSTATION)
NBA SOCCER '96 (PLAYSTATION)
NBA SHOOTOUT (PLAYSTATION)
ACTION OF THE 80s (PLAYSTATION)

QUICK SHOTS



Konami goes for the gold with International Track and Field.



Photorealistic graphics make Konami's Golf an above-par game.



Monday Night Football is coming to the PS from Overtime Sports.



THQ hopes to prove that the fish are still biting at the 16-bit level with Bass Masters Classic: Pro Edition.



OLYMPIC SUMMER GAMES

So, maybe you don't have tickets to see an Olympic event.

Maybe you do, but forgot to book a hotel room in Atlanta years in advance. If so, don't feel too bad—U.S. Gold has an impressive alternative.

If you can't come to the 1996 Centennial Olympic Games in Atlanta, why not have the Olympics come to you instead? That's exactly what U.S. Gold has pulled off with Olympic Summer Games—the first such title ever for the 32-Bit platforms.

This level of gaming horsepower lets programmers achieve feats unheard of at the 16-Bit level. For



giving the events an impressive, lifelike look. Adding to that are the 3-D arenas, which were modeled after actual Olympic sites in Atlanta, and motion-capture sessions that helped portray athletes' movements accurately

light sourcing.

Olympic Summer Games offers 15 events. More than half are track and field events: 100m dash, 400m dash, pole vault, triple jump, long jump, discus, javelin and hammer. The rest of the events prove



Gold Medalist

U.S. Gold's programmers did extensive motion-capture work to bring the polygon player movements up to snuff with the real deal. Of course, they didn't neglect the characters when they're not competing. According to U.S. Gold, the level of detail is so great that gamers will notice athletes fidgeting before the start of an event. Fidgeting? Could this be the first-ever real-life simulation of someone getting butterflies? In any case, it's certainly accurate—after all, these athletes are aware that the whole world is watching them.

Speaking of watching, Olympic Summer Games also features a broadcast-style presentation, fleshed out with a heap of camera angles and some color commentary from

newscasters up in the booth. It's everything gamers will expect to see on television, but without the annoying commercial breaks...

Challenge Mode, the latter of which presumably lets gamers set and break Olympic records.

U.S. Gold plans to have this game out just as the Summer

Olympics gets under way. So why settle for just watching the games on television, when you can join in on the fun instead?



Olympic events re-created in a 3-D polygon world

In the game.

Some of the visual effects come off as rather impressive. For instance, the discus event (shown at top) features see-through fencing as well as

an eclectic mix: fencing, 100m swimming, archery, skeet shooting, rapid-fire pistol shooting and weightlifting. The diversity of these events should appeal to a wide range of gamers (even those who may not be Olympic fans) and keep the replay value high, assuming that the gameplay can match the promising graphics seen on this page.

In the true spirit of the Olympics, this game supports multiplayer adapters, so up to eight players can compete at once.

Three modes of gameplay are offered. The first is the Full Olympic Tournament, in which a player chooses a country and competes in all 15 events. There's also an Arcade Mode and a

starters, the game uses fully shaded 3-D polygon players, each with uniforms that exactly match their country's official outfits. The entire game was rendered on SGI workstations, which went a long way in



The 15 events include the triple jump and the pole vault.

RELEASE DATE	DIFFICULTY
June	Moderate
PUBLISHER	USE
U.S. Gold	CD-ROM
PLAYERS	THIRD PARTY
1-8	Multi
	N/A

MLB™ PENNANT RACE™

Sony Interactive Sports began its 32-Bit career as an upstart rookie with NFL GameDay. It then proved itself a two-sport wonder with NHL Faceoff. NBA Shootout gave the sports crew superstar status. So what's next? A baseball title, naturally.

Only one comment needs to be said about MLB Pennant Race: If this game plays as well as it looks, it'll be Sony's field of dreams and a nightmare opponent for other baseball game makers.

Like Sony's previous PlayStation sports titles, this game will feature all of the official teams and more than

700 real players, their portraits, reinvent stats and updated uniform designs. The game also offers eight different playing perspectives.

Even more impressive is the fact that Sony will include all 28 baseball stadiums, texture-mapped and showcased in full 3-D graphics splendor.

For example, take a look at the backgrounds in the game screens on this page. From the ivy and manual scoreboard in Wrigley Field (at bottom) to the "green monster" wall and real-time video screen at Fenway Park (far right), this game offers some of the most accurate backgrounds ever seen in a baseball title—even at the 32-Bit level. Accurate is also the right

How Real Can It Get?



According to Sony, MLB Pennant Race features 50 frames-per-second gameplay animation—a number that rivals some fighting games' animation speeds. Also, all the statistics included in this game come from STATS, which is one of the top baseball number crunching data gatherers around.ounding out this package is the voice of Jerry Coleman from the San Diego Padres, who provides the color commentary.

word to use when talking about the motion-capture animation of head-first slides, leaping catches and diving stabs at hard-hit line drives.

Accurate is also the right word when it comes to stats, which play a major role in players' performance. In addition, the game keeps



Can Sony hit for the cycle with its fourth sports game?

tabs on betting and pitching stats for an entire season.

The game has an Arcade Mode for those who want to play a quick game, and a Simulation Mode designed for serious gamers. The game offers strategic options such as the ability to shift player positions in both infield and outfield—this way, players can step forward to anticipate a bunt or move back when a power hitter steps to the plate.

The game lets players become coaches as well by

letting them trade players, sign free agents or even create their own players.

Rounding out the usual Exhibition, Regular Season and Playoff Modes are a Home Run Derby, an All-Star Game and World Series Modes.

RELEASE DATE	DIFFICULTY	
May	Moderate	
DEVELOPER	TEG	
Sony	CD-ROM	
PLAYERS	THROW	% BOND
1 or 2	Baseball	N/A



The net generation.



Acclaim
SPORTS

"This is the best playing tennis game of all time... Don't even stop to think, just buy V-Tennis. 96 out of 100"
GameFan Magazine Feb. 96

"A recommended addition to your Saturn sports library"
GameFan Magazine Feb. 96



SELECTABLE CAMERA ANGLES!



HIGH TEXTURE-MAPPED POLYGON SPORTS!



BIRD'S EYE, OVERHEAD SMASHES, AND MUCH MORE!



INSTANT REPLAY FROM ANY PERSPECTIVE!



V-Tennis is "the best playing tennis game of all time" according to GameFan magazine. V-Tennis has all the power, speed and realism of clay, grass, carpet and hard court tennis... captured in incredible texture-mapped polygon graphics! 16 unique players! 10 camera views! Instant replay! In-depth stats from aces to net points! This supreme court comes to PlayStation!

Virtual Open Tennis brings total tennis to adrenaline-pumping, baseline-clipping, virtual-volleying, tiebreaking life on Sega Saturn! 10 unique players! 8 camera views! Instant replay! In-depth stats from service speed to slices! One to four players! Three modes of play! Pump up your polygons for the net generation!

V-Tennis and Virtual Open Tennis. Two intense tennis challenges. Two high-powered sports games.



Call 1-800-774-3772 for Game Rating Information

© Acclaim Entertainment, Virtual Open Tennis, 1996. Registered ® & TM. Sega Saturn and Saturn are trademarks of Sega Enterprises, Ltd. PlayStation is a trademark of Sony Computer Entertainment. Saturn is a trademark and registered service mark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved.

Acclaim
SPORTS

olympic SOCCER

Another sport evokes the same national competitive spirit as soccer does worldwide. When two countries go head-to-head in a soccer game, fans from both sides paint faces, make banners and chant at the top of their lungs.

However, when it's an Olympic gold medal at stake—in addition to national pride—the atmosphere becomes even more intense.

Making a game that duplicates that intense spirit, as well as provide realistic gameplay, is no simple feat—but U.S. Gold is up to the challenge with Olympic Soccer, the last of the company's three official 1996 Centennial Olympic Games sports titles.

Olympic Soccer incorporates the same 3-D graphics engine used in Olympic Soccer Games. The resulting look is one that may remind some gamers of VR Soccer. As these early shots show, the game offers a wide range of camera views.



During play, a small cursor appears underneath the active player to help guide movement. The game also boasts a detailed Radar Screen, with small country flag icons denoting where each player is.

While some of the game's other features have yet to be revealed by U.S. Gold, it is known that this title will support four-player simultaneous play. The game will also provide Olympic Tournament Play, as well as the standard Arcade and Exhibition Modes.

Groundbreaking graphics

Worldwide Soccer Event

Recent only to the World Cup, the Olympic Games gives countries a chance to showcase their best soccer talent. Olympic Soccer offers that same opportunity, providing gamers with 12 teams from around the globe, each of which is made up of the best soccer players in the world. It's not known yet how each team's skill levels will be distributed, but it's a good bet that each team will accurately reflect the power of its real-life counterpart. The game also boasts a list of special moves including Bicycle Kicks, chest stops, sliding headers and ball feints, all of which give the game an even greater sense of reality.



The graphics include details such as jersey numbers and colors.

RELEASE DATE	DIFFICULTY
June	Moderate
PUBLISHER	SIZE
U.S. Gold	CD-ROM
PLAYERS	THREE
1-4	Soccer
	N/A



When it comes to news on hot new sports games or interviews with top players, no magazine scores more points than **CYBER SPORTS**.

- NBA JAM SESSION
- TOE-TO-TOE WITH "BIG HURT" FRANK THOMAS
- HARD HITTING REVIEWS
- HOTTEST TIPS & TRICKS
- BASEBALL ROUNDUP



THE MAGAZINE FOR ELECTRONIC SPORTS GAMING ENTHUSIASTS

**BIG NAMES.
BIG GAMES!**

ADIDAS POWER SOCCER



In all probability, Sony Interactive could have struck out on its own to make a pretty good soccer game. Instead, Sony teamed up with Adidas to make its first 32-bit soccer game.

What does this mean? Well, probably that Sony means serious business with this game. By teaming up with the biggest brand name in soccer worldwide, Sony apparently hopes to forge the kind of product identity that EA Sports did with FIFA Soccer.

Of course, all of this is easier said than done, but an early look at this game already shows that Sony has a few tricks up its sleeves.

Like NHL Faceoff and NFL GameDay, the game uses pre-rendered characters that

Sony unleashes its first soccer title

are reobserved with a 3-D playing field. The developers motion-captured four soccer players, and integrated those movements into the game.

As for the field itself, Sony offers four views to choose from, which truly illustrate the game's zooming and scaling abilities. Most impressive are the two extremes. Sily provides a bird's-eye view of the game and Virtual offers an up-close and personal first-person view. A neat graphic touch is how the Radar Screen follows the same perspective as the playing field, which should help gamers keep track of their teammates.

Tournament winners get a special bonus: a match with Adidas' Dream Team. You can make a safe guess as to what shoe brand its players will be wearing.



ment Mode (that can include from four to 32 teams), a gamer can also play a full season.

Both sides' goalies are controlled by the computer during the game, except during goal kicks, penalty shots or when the goalie has possession of the ball.

Adidas Power Soccer contains



the standard game features: replays, formation tactics and turning offsides calls on or off. The game also features both simulation and arcade-style play.

In addition, players can dictate how tough the officiating is, from blind to unkind. The playing field surface can also be changed to account for dry, rainy or even snowy weather. As expected, the playing field condition affects ball and player movement.



The game controls run the full gamut. Players can dictate both high and low passes, as well as direct the ball to veer left or right on a shot. Players can even add backspin to a ball to slow its flight path.

Defensive controls are not as extensive—but then again, they don't need to be. Players can choose between regular and hard tackles, although the latter runs the greater risk of earning a yellow card.

In addition to a Tourna-

INTERNATIONAL FLAVOR

While soccer is the United States is often relegated to the back pages of the newspaper sports section, it's huge in Europe. So it's no surprise that Sony went overseas with this game—and in a big way.

For starters, it took teams from three different countries to produce this game for the European audience. The main programmers were based out of France, but they were supported by a game testing team from the United Kingdom. Product managers from France, U.K. and Germany are playing a role in getting this game out to their markets too.

Of course, Sony isn't just paying lip service to those different countries. It's actually translating the game into five languages: English, Spanish, Italian, German and French. The player can select the language desired in the Options Menu. That's not all: The game's announcer commentary is spoken in three different languages: English, French and German. It's quite possibly the first bilingual sports game ever created.

In addition, the game is the first 32-bit soccer title to include hidden power moves—kicks in which are apparently hidden in the opening intro. However, these moves work only in the Arcade Mode.



RELEASE DATE	DIFFICULTY	
July	Moderate	
PUBLISHER	SIZE	
Psygnosis	CD-ROM	
PLAYERS	THIEME	PRICE
1 or 2	Soccer	N/A



The top shift buttons let gamers veer the ball left or right.

Tecmo® Gives Great Golf

If you've ever dreamed about taking a super-deluxe golf vacation in a far-away land, dream no more. Because Tecmo® has recreated for you 101 of the finest actual golf courses in Japan. Tecmo® World Golf™ is the most realistic golf game ever programmed! Just check out these great golf features:

Available in May

- 101 authentic golf courses, not just holes, full-sized courses
- For one to four players.
- Pick from 4 male or 4 female players.
- Create and save (to a memory card) your own abilities as a player. (Ever wonder what it would be like to drive a 1- wood 350 yards? Well wonder no more.)
- On each shot you choose your club, your stance, your power, the point of impact and the direction of flight. How about that fade shot you've been working on? It's there.
- Play from different tee locations on each course
- Every inch of terrain has been mapped, plotted and realistically rendered
- There are so many features we would need a book, not an ad.
- There's no membership required, and you get whatever start time you want. We've even created a female Japanese caddie to keep your score and give you the verbal reinforcement you need like "Nice Approach", "Good Shot" and "Birdie!" if you're good enough
- And enough other features to fill a golf cart.



So, get ready to play the best golf of your life. In one of the most beautiful countries in the world. Only this time you'll see your favorite video game dealer, not your travel agent.

TECMO® SUPER BOWL™ FOR PLAYSTATION™ & SATURN™ COMING IN SEPTEMBER

WATCH FOR THESE TITLES AVAILABLE SOON FROM TECMO

May-June	TECMO® WORLD GOLF™	GOLF	PLAYSTATION™ ONLY
3rd Quarter	TECMO® STACKERS™	PUZZLE	PLAYSTATION™ & SATURN™
September	TECMO® SUPER BOWL™	FOOTBALL	PLAYSTATION™ & SATURN™
3rd Quarter	GALLOP RACER™ (Working Title)	HORSE RACING	PLAYSTATION™ ONLY
3rd Quarter	KOKUMETKAN™ (Working Title)	SIMULATION RPG	PLAYSTATION™ ONLY
4th Quarter	MONSTER FARM™ (Working Title)	SIMULATION RPG	PLAYSTATION™ ONLY
4th Quarter	DEAD OR ALIVE™	ARCADE FIGHTING	SATURN™ ONLY

OLYMPIC SUMMER GAMES

THQ has assumed the task of bringing out Olympic Summer Games for the 16-Bit systems—perhaps the final Olympic title ever for the Super NES.

Ten Olympic events are featured in this game. The first eight are track and field events: 100m sprint, 110m hurdles, pole vault, long jump, triple jump, javelin, high jump and discus.



Don't set your pole down too early; you won't clear the jump.

All of these events are depicted on-screen with an isometric perspective, which gives the game a rather realistic 3-D look. Heightening the pseudo 3-D effect are shadows cast on the ground by athletes in certain events. Overall, the graphics look surprisingly crisp for a 16-Bit game, in large part because most of the graphics appear to have been rendered on a high-end workstation before being converted to the 16-Bit

palette—a process pioneered by Donkey Kong Country.

In the same vein as other track and field video games, most of the gameplay mechanics involve pressing two buttons rapidly to gain speed and power, while the directional pad controls jumping or hurdling.

The last two events are both shown in a first-person perspective: skeet shooting and archery. Of the two, the skeet event isn't too different from the one in Duck Hunt: When the skeet flies across the screen, move the target and shoot it down.

On the other hand, the archery event has somewhat more depth. Players must



take wind direction into account when aiming. Another realistic touch is the effect of the Power button: The more a player stretches a bow for power, the more it will shake on screen, which lowers a shot's accuracy.

In a full game, players will compete in all 10 events. However, a Custom Mode lets gamers choose exactly



what events they would like to take part in. In addition, the game features a Practice Mode—a good starting point for those who need help in a certain event.

The Super NES version of this game lets gamers choose from one of 32 countries. Each country has a lot of athletes to choose from, but players also have the option of typing in their own name.

While winning the gold medal in all events is the main goal in the game, it's not the only one. This game also contains the actual Olympic records from these events, so players can try to set new records as well.

This game can use the Super NES multiplayer adapter, so up to four players can compete in the same event.

32 countries, but only one can own the gold...

TAKING THE GAMES ON THE ROAD

While many Super NES games lose many of their features when translated to the Game Boy, Olympic Summer Games comes through with almost all of the gameplay and features intact. The portable version of this game also features all 10 events in the Super NES version, as well as all 32 countries to choose from. All the other options—Practice Mode, Olympic records, custom game—remain intact. The Game Boy version even supports the four-player link cable.

However, a few sacrifices had to be made. The isometric view of the 16-Bit title has been replaced by a far less convincing 3-D perspective that just screens 8-Bit. Fortunately, the first-person perspectives of the shooting events remain intact. In any case, the game will help take our Game Boy athletes still craving for some Olympic action even after the 1998 Summer Games wrap up in Atlanta.



RELEASE DATE	DIFFICULTY	
May	Moderate	
PUBLISHER	SIZE	
T&HQ	CD-ROM	
PLAYERS	THIRD	% DONE
1-8	Multi	N/A

No Pain, No Game!



ALL NEW
MAYHEM
MOVES
LIKE THE
SHOCKING
"HAND
BUZZER"!



NO RING CAN CONTAIN **W^W WRESTLEMANIA!**



MORE REALISTIC
WRESTLING ACTION
THAN EVER—REVERSALS,
PILEDRIVERS AND
BOOYSLAMS!

W^W WRESTLEMANIA THE ARCADE GAME

**NOW ON
SATURN™**

Take Wrestling to the Extreme!

**SUPER NES™
GENESIS™
32X™**

**SATURN™
PLAYSTATION™
PC CD-ROM**



Acclaim
Entertainment, Inc.

© 1995 Wrestling Federation, WrestleMania and its logo are registered trademarks of TotalGems, Inc. All distinctive character names and likenesses are trademarks of TotalGems, Inc. ©1995 TotalGems, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System and the SNES logo are registered trademarks of Nintendo of America, Inc. ©1995 Nintendo of America, Inc. Sega, Saturn, Genesis and 32X are trademarks of Sega Enterprises Ltd. All rights reserved. "PlayStation" is a trademark of Sony Computer Entertainment, Inc. "Ringside" is a service and trademark of Ringside Entertainment, Inc. © 1994 Acclaim Entertainment, Inc. All rights reserved. Screen shot images are taken from the Sony PlayStation version of the videogame. * Run Run Ringtone and Telecasters are not an Acclaim Inc. product.



Box Score

NBA LIVE '96 • PLAYSTATION • EA SPORTS

It's not the best-looking game the PlayStation has seen, but it plays incredibly well. EA Sports looked like it was down and out, but it crashed the boards big time and helicopter-slammed the competition. If you like basketball and enjoy all of the intricacies of the real game, then you will enjoy NBA Live '96 for the PlayStation.

**Video
Cowboy**
9.0



Talk over the best basketball game on the market can finally end: NBA Live '96 is simply the best. As far as the game itself, it could have been better in some aspects. As a whole, realism hits this game right in the bull's eye, but the realism in gameplay needs some touch-ups. With the game's new look, these standards will be hard to beat.

**Stink
Peretz**
8.5

VR SOCCER '96 • PLAYSTATION • INTERPLAY

VR Sports has put all of the ingredients together and made one great soccer game. With Major League Soccer in its infancy and the profile of the game increasing all the time, VR Soccer has a lot of bells, headers, bicycle kicks, precision passing—this game has it all. If you enjoy great sports games, give it a try.

**Video
Cowboy**
8.5



I'm not a big fan of soccer games, but VRS '96 changed my perspective on the sport. For starters, the game plays great. Secondly, the smooth animation and play-by-play commentary added more excitement to what already was an exceptional game. In some parts of the game, the action gets a bit unrealistic, but that's part of being a video game.

**Stink
Peretz**
8.5

NBA SHOOTOUT • PLAYSTATION • SONY INTERACTIVE SPORTS

This is the best-looking basketball game that has been released so far for the PlayStation. It's arcade live-on-five basketball action at its finest. There aren't that many options to play around with, but the game has solid gameplay and a big-league look. Sony took it to the hoop with authority and made one heck of a great game.

**Video
Cowboy**
8.0



The next generation of games has surely fallen in love with the polygon look. It may look real, but it doesn't play like the real thing. Shootout should have placed greater emphasis on gameplay. Player movements are lifelike, but some foul calls are unrealistic. New gamers will have more fun with this title than seasoned players.

**Stink
Peretz**
7.5

BOTTOM OF THE 9TH • PLAYSTATION • KONAMI

The game is nice to look at but it's a real pain to play. The learning curve for hitting is too long. It's hard to hit the ball, and you get killed... I mean killed... by the computer's AI. It's a good first effort, but the gameplay needs a lot of work. The practice feature is a nice touch, but I would definitely rent this game and give it a try first.

**Video
Cowboy**
5.0



If you want a complete, easy-to-play baseball game, you won't find it here. While the batter's view looks clean and the field looks precise, the gameplay needs to go back to the drawing board. It takes a while to get used to the action. To enjoy this game, you have to play it for some time. If not, you'll end up pulling out your hair in frustration.

**Stink
Peretz**
6.0

TOKYO HIGHWAY BATTLE

JUNE 1996

KIDS TO ADULTS



AGES 6+

©1996 Jaleco Inc. All Rights Reserved.

Published by Jaleco Inc. All Rights Reserved. All other trademarks are the property of their respective owners.

©1996 Jaleco Inc. All Rights Reserved. All other trademarks are the property of their respective owners. This game is a registered trademark of the publisher, Jaleco Inc. All other trademarks are the property of their respective owners. This game is a registered trademark of the publisher, Jaleco Inc. All other trademarks are the property of their respective owners.

©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

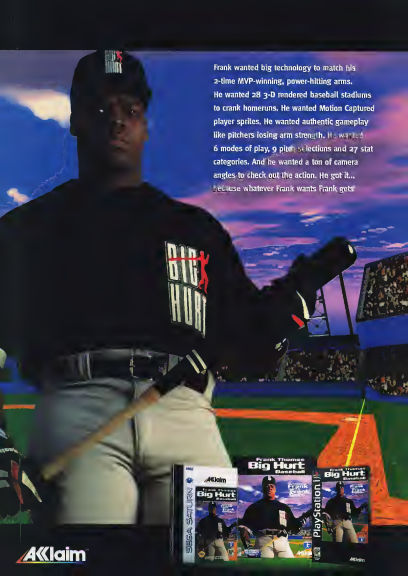
©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

©1996 Jaleco Inc. All Rights Reserved.

JALECO



A large image of Frank Thomas in a black and white "BIG HURT" uniform, holding a baseball bat and a professional video camera. The background is a stylized baseball stadium at dusk with a purple and blue sky and a large scoreboard.

Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms. He wanted 28 3-D rendered baseball stadiums to crank homeruns. He wanted Motion Captured player sprites. He wanted authentic gameplay like pitchers losing arm strength. He wanted 6 modes of play, 9 pitch selections and 27 stat categories. And he wanted a ton of camera angles to check out the action. He got it... because whatever Frank wants Frank gets!

Acclaim



GET CONNECTED

NUKE™

www.nuke.com.



Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. Our editors will discuss some of today's top issues in the video game industry. In addition, a prize will be awarded to the writer of the best letter submitted for the month.

You can reach the editors of EGM by writing to:

Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148

You can also e-mail the editors of EGM via CompuServe at 75052,1667 or over Internet e-mail at 75052.1667@compuserve.com. Also, don't forget to check out EGM's articles, exclusive reviews and more on the World Wide Web via the NUKIE home page at www.nuke.com.

Letter of the MONTH

WHY BUY 64-BITS WHEN YOU CAN HAVE 8-BITS?

Dear EGM,

Games have this theory. A new system comes out and you should just sit up and \$300 to \$400 to buy it—just because it's new. I've owned almost every system possible at some time or another, and I really can't say one was ever better than the other, be it 8-Bit or 64. I'm the person who'll play Tekken (PS), then Njira Gaiden for my Nintendo. Face it, a great game is a great game! I read sales charts for 16- and 8-Bit systems, and the line is at a steep downward slope. However, I bet if you made the same chart from second-hand store sources, it'd be just the opposite. I own a Sony PlayStation and 12 games for it. Personally, I think this is the time to start purchasing 16-Bit equipment. Look at all the money to be saved, isn't that what people are always griping about anyway? It's smart to stay a generation behind. Sure, I love better graphics and colors just like everyone else, but I would rather play Shinobi for my Genesis than Katakami for my PlayStation. What it all comes down to is this: Don't sell or get a new system because magazines or companies tell you it is time to. If you love the system you have, keep it. Think I'm going to get me an Atan 2600 now.

**Matthew Wilson
Lake Havasu City, AZ**

First, let's talk about sales, Matthew. You are correct in stating that numbers of new 16- and 8-Bit systems sold (domestically) are falling—to their death I might add. Your assumption of second-hand sales, however, is incorrect. Sources at FuncoLand, one of the largest retailers of used video games, reports that ever since the introduction of the 32-Bit systems, domestic used 16- and 8-Bit sales have dropped considerably. Now when looking overseas (excluding

Japan and Europe), used 8-Bit consoles are the number-one sellers, with 16-Bit in second place. Used 8-Bit Super NES international sales for Funco alone reached \$2 million for the year to date. Not bad for a system thought to be long extinct. The reason for this is that these countries generally cannot afford importing the newer systems and newer games. Only older, "last-generation" material is feasible for these countries' consumers. On a more personal level, if you can resist the crushing temptation of 64- or 32-Bits of screaming power, then you can set yourself up with the deal of the century (so far) with great prices on new or used 16- and 8-Bit systems. You also can't beat the matured library of games available; some of the best games come out for the systems toward the end of their reign, like Donkey Kong Country 2 (Super NES) or VectorMan (Genesis). I'm not saying that the new generation of systems is not worth buying; there are some exceptional systems and games out there now. However, if you don't mind writing a couple of years and playing with older technology, you can pick up any of the 32-Bit systems for much cheaper than you can now, and you'll have games of greater quantity and quality to choose from. All in all, it comes down to whose games you enjoy and whose systems you can afford now. Who cares about bits and RAM and blim and blin? You have to just enjoy the games and have fun. After all, isn't that the point of buying a video game system in the first place?

Congratulations, Matthew! You win an Acclaim Dual Turbo Joytack.



Where are the 16-Bit reviews?

Dear EGM,

I am a big fan of your magazine. I always read good stuff, and everything is okay, but lately I've been seeing a lot of coverage on the Saturn, PlayStation, Nintendo 64, Jaguar and other new stuff. It looks like everybody has forgotten about the Genesis and Super NES. Now it's rare to see more than three previews of their games. I know that this stuff is a little old and that the people like the new stuff, but it is not fair to the people who can't afford or don't have all these new systems. I'm not saying you should not cover the new systems, but put a little more coverage on the Genesis and Super NES. I know a lot of people feel the same. I hope you do too.

John Mckey
New York, NY

Tell you what John, if you can get the game companies to release more Genesis and Super NES games, we'll review them. The problem is that there just aren't that many 16-Bit games being released now. We can't review games that aren't made! This month, for example, the Review Crew received five PlayStation and four Saturn games, but only received one Genesis and no Super NES games from the publishers. If they do not think making 16-Bit cartridges are worth their while, than there's not much we can do.

Ultimate info

Dear EGM,

I was wondering if there is a book for the new Ultimate Mortal Kombat 3 characters. I ask at every video game store that I go to if there is a book coming out for the new characters, but they say they don't know. So, if there is a book for the new characters in UMK3, could you let me where I could get it or order it?

Dan Vu
Marrore, LA

Okay, everyone who's been bugging us for UMK3 codes can stop writing. By the time you read this, you should see EGM's Ultimate Guide to Fighting Games 1998 Edition on the newsstands. It will have all the codes, -blites, combos and more

for UMK3. On top of that, you'll find coverage on fighting games like Street Fighter Alpha 2, Shodown 3, Marvel Super Heroes, Soul Edge, Killer Instinct 2 and much more.

Cutesy games

Dear EGM,

Being 23 years of age, I feel that I can represent most of the older generation of game players with my views. I would first like to ask every game company and programmer to please wake up!! I have grown tired of the majority of "cute" games and propubescent-oriented commercials that see being forced upon us all because of the supposed belief that anyone who louches a controller must only be two to 12 years old. If companies would take a moment to think things through, they would realize that the older gamers with the jobs and money to finance their own habits will in fact purchase far more games than some little kid whose parents will reluctantly buy him/her two or three games a year for his/har birthday and Christmas. I feel that the gamers who started in the early years of video games are now old enough to appreciate more sophisticated and complex games. With the new wave of next-generation systems, companies are slowly beginning to realize that most players are well advanced beyond the enemy-slomping and coin-collecting years. They must understand that the only way to truly hook in us "old masters" is to immerse us in 3-D worlds of high-level, realistic graphics and challenge us with more intelligent adversaries. I feel that we of the higher level must absolutely refuse to purchase any future game that is not worthy of our expert skill and title. It is simply too easy to produce the endless sequels of mindless hop-and-bop adventures. In conclusion, I'm sure that I wasn't alone when I finally sold my outdated 16-Bit system and games in anticipation of the (Nintendo) 64's more advanced worlds, and I have a grand two or saved to cover any expense of my addicton. (Are you listening, Nintendo?) But not one cent will be wasted on any game that isn't worth the expense of this old master.

Charles Shy
Cleveland Heights, OH

Is this a joke? Maybe you are right. Game companies shouldn't make

any more games geared toward kids since Mr. Shy's generation has outgrown them. Why are after-school cartoons still being aired? It doesn't make sense since that generation is probably working 9 to 5 and isn't home to watch them anymore. Comic books? Hey, if they aren't geared toward the older crowd, then they are just wasting valuable paper since no one else is reading them. Mr. Shy, do you honestly believe that you and your peers are the only gamers worth looking after? Are game companies to understand that they should only evolve with (and only make games for) you as you grow older and "mora mature?" What if they had decided that when you were a child, only adults with money should have been catered to? You may never have played video games as a kid! Most of the Review Crew are your age (or older), and have given Gold Awards to plenty of cute games (last month: Memo RPG and Worms). Your views do not represent the entire older generation; there are plenty of "grown ups" who enjoy kids' stuff. Besides, who's forcing these games on you? Like you said, you don't have to buy them. Your egocentric views are preventing you from seeing the big picture—you do belong to a viable and profitable piece of the market, but it's only one piece of many.

Sarcasm & the 3DO Company

Dear EGM,

"Is there something wrong with this picture? . . . At the E Show in May of '95, everyone was talking about the up-and-coming M2 chip (well, not everyone...maybe three or four people, all of whom owned 3DOs). It's almost a year later and where's the M2? Oh...I forgot...it will be out in April...no, no, maybe June...no maybe September...no, I think maybe in 1997 or maybe by the time they develop "sub-dermal" implanted game consoles. (They'll probably be cheaper too!) So the boys at 3DO are thinking, "Okay, Sony makes a big splash with their new system, Sega surpassed the world with the release of their Saturn last May (and the world surprised them by not buying it) and Nintendo just pushed back their Nintendo 64 release until September (don't worry, their system is made with

INTERFACE

Kryptonite)...could there be room for us to jump into the market and take a piece of the action sometime soon?" Web logic doesn't seem to be part of the 3DO crew (unless they're playing in the options market and selling short), because you would think that they would have their people working 24 hours a day, seven days a week to finish developing killer apps for the M2 and get them to market before the rest of the free world buys either a PlayStation (which most already have) or the N64 hits the market. Is the genius material or does 3DO stand for 3 Dops%*%S in the Office? Now I do have several people telling me to keep my 3DO...I'd be foolish to get rid of it (I doubt I could sell it, but it would make for a nice boat anchor)...unfortunately, those several people are the same ones that I talked into buying a 3DO and are suffering from a bad case of cognitive dissonance. Let's pause for a moment to discuss software. We will know that software is the key to any machine's success...ask the people at Sony, don't ask the people at Sega. Now the PlayStation has, without question, killer apps. When you pick up any mag out there, every game is coming out for the PlayStation, some for Saturn, and almost none for 3DO. Why? Because there aren't any third-party developers beside a few that can

make a dime selling four or five copies of a title (to myself and my friends). Didn't Electronic Arts divest itself of its interest in 3DO...wonder why??? Instead, Studio 3DO and a few other masochistic companies have put their best foot forward and brought us some incredible titles. By the way, what ever happened to that great title that was supposed to come out called "Trip-The 3DO Killer", or did they retitle that one "Brain Dead 13"? Am I crazy, or is the Jaguar starting to look good to me now? Oh, I forgot that system is already extinct! Hello...is somebody out there in 3DO land listening? And to think that Panasonic paid \$100 million for exclusive rights to M2. Hey guys, I have this boat anchor idea...

PS, Please don't print my address as I don't want Trip hunting me down and showing me a few other uses for the 3DO!

**Richard Marcus
Somewhere, FL**

Alright Richard! One can almost hear your fury emanating from your letter. Some parts had to be edited out for space—it was a bit long. Contrary to what some other game magazines and Web sites say, 3DO states (as of this writing) that the M2 console should be ready in the

second half of 1995. We hope to confirm this at E' in May. Of course, consumer confidence in 64-Bit machines actually seeing the light of day is not too strong right now, thanks to the other big player in the "64" business. There are many factors for a company to look at before releasing a new gaming system, like having enough raw materials to build and ship the initial supply or making sure enough software is available at launch to please the public. Also, you never know when a company is purposely stating a release date that is earlier than realistically possible so that you, as the potential buyer, may put off buying a system that is currently available in hopes of getting that mightier dream system coming out "soon enough." Many industry experts felt the April N64 release date was put out there just to hurt Sega's and Sony's Christmas sales. Will Matsushita tick the world off like Nintendo is doing? We'll have to wait and see.

EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal!

Put your creative skills to the test by decking out a plain #10 envelope (of the business type) with your own unique look. Send your letter art to: EGM Letter art, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

Or a great gift your loved one will use for the occasion, we'll send you a great controller (price: FREE!) See you!



James Smith
East Liverpool, OH



Brian Fragomeni
Avenache, Australia



Robert Tomalak
Mississauga, Ont.



Michael Taylor
Opa Locks, FL

ACEE
SPECIALIZED
PAD



Baro Jang Lake Forest, CA

WINNER!

This amazingly detailed picture was brought to us by Michah D. Hughes from Ventura, Calif. Great job, Michah. Your prize is on its way: an ACEE Specialized Control Pad for the PlayStation. It features n64-style controls for all buttons and slow reflex for those intense moments



**NEW HEIGHTS!
NEW DIMENSIONS!**

AN ALL NEW 3-D JAM!

When you cradle the rock in your polygon hands and lay down a stone-cold elevator jam... from three flights up and through the hoop...then you know you're playing Extreme!

No rules. No limits. No messin'.

Just the ultimate arcade experience.

An all-new 3-D Jam for a new generation.

With all the skills and moves of NBA All-Star Juwan Howard captured and digitized and with the voice of Marv Albert calling the play-by-play, NBA Jam Extreme is bringing home the goods!

You and 170 polygonal NBA superstars taking it to the next level with a sky-kissing thunder-storm of over 30 outrageous new dunks, hosts



EXTREME

**ONLY IN
ARCADES!**



**MULTIPLE CAMERA ANGLES
AND INSTANT REPLAYS!**



**BIG HEAD MODE AND TONS OF OTHER
SECRET CODES AND HIDDEN PLAYERS!**



**ALL-NEW "EXTREME" BUTTON -
TRIPLE SPEED RUNNING, PASSING AND
A WHOLE NEW LEVEL OF JUMPS!**



of hidden players and more intense new features in every silky-smooth pixel than you ever dreamed of.

**NBA JAM EXTREME
IN ARCADES NOW!**

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams, and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1999 NBA Properties, Inc. All rights reserved. Akkaim Game Corporation is a division of Eastern Entertainment, Inc. Akkaim is a registered trademark of Akkaim Entertainment, Inc. © 1999 Akkaim Entertainment, Inc. All rights reserved.



EGM MARKETPLACE

Your No 1 Source for your US and Imported Japanese Products

W.I.T.

4952 S.W. 72nd Avenue • Miami, Florida 33155 • (305) 668-0141 • Fax (305) 668-0142

Call To Order:
(305) 668-0441
Importer • Distributor
We Speak Spanish/French
Lowest Prices/Best Service

32X • 3DO • SNES • GENESIS • SATURN • PLAYSTATION • CD ROM • NINTENDO 64



PHONE (305) 668-0141 • FAX (305) 668-0142 • 10 MINUTES FROM MIAMI INTERNATIONAL AIRPORT

ADVERTISER INDEX

Acclaim	7, 77, 113, 119, 122-123	Playmates	17, 73, 96
Accolade	4-5, 30-31	SC&T	43
ASCII Entertainment	21-23	Sega of America	38, 59-59
BRE Software	131	Sony Computer	12-13, 62-63
Capcom	44-45, 79-81, 140	Spectrum Holobyte	65
Cave	136	SVG	37
Crystal Dynamics	9-8, 67	Tecmo, Inc.	117
Game Express	130	Time Warner	107
IBM	25	Toemo, Inc.	134
Interact Accessories	129-139	US Gold	106-108
Interplay/VR Sports	115	Ubi Soft	106
Jaleco	121	Vic Tokai	51
Japan Video Games	132	Video Game Discounters	135
Konami	19	Virgin Games	68-69
Nintendo	2-3	Virtual I+Q, Inc.	29
Pandemonium	127	Williams Entertainment	27
		Working Designs	53, 55
		World 'n' Trading	130

DISTRIBUTED BY WARNER PUBLISHING SERVICES, INC.

Electronic Gaming Monthly (ISSN 1058-918X) is published monthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Lombard, IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S., \$28.95; Canada and Mexico, \$40.95; and all others, \$100.00. Single issue rates: \$4.99. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to **Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524**. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights retained herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of the publisher. Copyright © 1996, Sendai Publishing Group, Inc. All rights reserved. TM and © for all products and the characters contained therein are owned by the respective trademark and copyright holders. EGM and Sendai Media Group are trademarks of Sendai Publishing Group, Inc. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

Printed in the U.S.A.



Audit Bureau of Circulations

Your #1 Source of American and Japanese Video Games

JAPAN VIDEO GAMES

ULTRA 64

IMPORT



Call for price

Golden Eye 007
Rust Diner
Body Harvest
Duggy Boggle
Kry By Bowl 64
Riot Wings 64

Star Fox
Star Wars
Super Mario Kart R
Turk Drossak Hunter
Waver Racer

SONY PLAYSTATION



(Import)
Adventure Vg
Beyond The Beyond
Burning Fest
Chiro Q
Deadhead Road
Double Dragon
Dragon Ball Z Legend
Dynasty War
Floating Runner
Galaxian 3
Gokuryu Fight
Grand Subdora
Golem Warrior
Gundem V 2 Q
Ivan Arcade Classic
Jumping Flash 2
Jing Zon
Major Toon GP 2
Puzzle Bobble 2
Ridge Racer Revolution
Ricochet X3
Sailor Moon Super S
Snatcher
Tekken2
Tetra X
Tokimeki Memorial

(US)
Cock Stealer
Cradly Skin
Earthworm Jan 2
Legacy of Kain
Myst
Raven Prospect
Return to Zork
Shenmue Warriors
Slam N Jam 96
Space Hulk
The Hit
Tokyo Hey Battle
Tshinden 2
Triple Play 97
Virtual Open Tennis
Williams Arcade Classic

IMPORT SPECIAL:
Namco Museum 2 \$59
Gadius Deluxe PK \$69
Five Flo Wrestling \$69
Dark Beed \$59
Dragon Ball Z \$59
Final Match Tennis \$69

Call for any games not listed above

SUPER FANICOM

Dragon Ball Z Hyper
Dragon Quest 6
Final Fantasy 5
Gundam Great
Gundam W
Kirby's Super Deluxe
Mega RPG
Remanance Saga 3
S Five Pro Wrestling Prosum Zens

Sailor Moon RPG
Sailor Moon Super S
Secret Of Mana 3
Super Bomberman 4
Tales of Phantasia
Tengai Meikyō Zero
Turk Drossak Hunter Q
Treasure of Rudras

SPECIAL OF THE MONTH:

Dragon Ball Z #3 \$59 Gun Hazard \$79
Renna U2 5 Bl \$52 Bahamut Legend \$69

SEGA SATURN

5 Special Games for \$29



(Import)
2 X 3 Eyes
Albert Olympey 2
Dark Legend 2
Dark Savior
Dragon Ball Z
Dragon Force
Fetal Fury 2
Fata Rameka
Fist of The N Star
Golden Axe
Gothic 2
Guardian Heroes
Gulliver Boy
Gun Griffon
Gundam
Kato Gato
King of Fighter 95
Lunar River Story
Rockman X 3
Sailor Moon Super S
Snatcher
Sonic Wing Special
Story of Thor
Tetra
World Adventure 2

(US)
Baku Baku
Destruction Derby
Dragon's Lair 2
Glori Ax The Duel
Guardian Heroes
Item Arcade Clac
Iron Storm
Legacy of Kain
NBA Action
NFL Powerplay 95
Pensar Dragon 2
Shining Wisdom
Skeleton Warriors
Slam N Jam 96
Space Hulk
Ultimate MK3
Wipe Out

IMPORT SPECIAL:
G. Bockers \$59
Gadius Deluxe PK \$69
Godzilla \$59
Ninjab \$54
P-1 Live Inbroms \$69
Slam Dunk \$59

PC ENGINE

Dragon Ball Z
Cosmic Fantasy 4
Fetal Fury Special
Starting Odyssey 2
Blood Gear
Sailor Moon Coloron
Secret of Lotus W 2
Y's 4
Vastel 2
Arcade Card
Aster 3
Aster 3
Advanced Vg
Flash Riders
Super Big Dhr 2
Strip Fighter 2
Neo-Nintendo
Princess Maker 2

Solar
Kobuki Kosh
Legend of Xenedu 2
Gulliver Boy
Lodge 2
Renne 1/3 (#3)
Dracula X
Drgn Knight & Greif

SPECIAL

L.Da \$20
Drop Of \$10
Fatal Fury ACD \$40
Art of Fighting ACD \$40
Princess Mkr 9CD \$48
Kobuki ACD \$40
Fray 9CD \$25
Space Invader \$59

Lowest Prices & Latest Releases Mega Selections

Patents, Toys, T-Shirts, Name CDs

GAME STAR

NEO GEO / NEO CD

5 Special Games for \$339



with any game of your choice

Art of Fighting 3
Gowitzer
Kobuki Kosh
King of Fighter 95
Metal Slug
Mr Do

Pulstar
Real Bout Fatal Fury
Samurai RPG
Samurai Shodown 3
Shin Du Kan
Wild Hero Perfect

** Get \$5 off with purchase of 2nd Neo-Geo CD Title**
Large Selection of Used Neo-Geo Games \$50 or under

NEC FX



Battle Heat
Deep Blue Reef
Far East of Eden
Graduation

Return to Zork
Team Innocent
Zenk

3DO

Get 2 Free Games with purchase of 100



\$29 SPECIAL SALES

Battle Sports
Blade Force
Burning Soldiers
Immortality
Killing Time
Star Blade

Slam N Jam
Super Street Fighter 2
Need For Speed
Gasper
Dragon's Lair 2
Lost Eden
Captain Quasar
Myst

\$19 SPECIAL SALES

Cowboy Casino
Gridder
Dut of This World
Shadow
Soccer Kids
Real Rebel

Return Fire 2
Space Ace
Primal Rage
Ultimate Lizard
Yu Yu Hakusho (Japan)
Sailor Moon (Japan)

MEGADRIVE

Alan Soudier
Sailor Moon

Rockman World
Dragon Ball Z

DEALERS AND WHOLESALEERS WELCOME

CALL (818) 281-9282
FAX (818) 458-6845

eMail: japanvideo@aol.com

C.O.O. & Credit Card OK Send \$1.00 for delivery of your catalog.

Complete Line of Super Nintendo, Genesis, Game Gear, and Virtua Boy. Check with us before you call anyone else!

For Mail Order or Wholesale CALL (818) 281-9282 or FAX (818) 458-6845 710-1 W. Las Trazas San Gabriel, California 91776

NEW! NEO GEO CDS



USB joystick OK wired



JAPANIMATION TITLES

La blue Girl v.1-4
St. Fighter II Arena
Ranma 1/2
Guyver



\$19.99

"SALE SPECIALS"

Many More Titles available

3DO

- Action Pack (2 in 1)
- Bleed Force
- Cowboy Casino
- Fifa Soccer with Box
- Neurodancer
- Out of this World
- Puttunk
- Pebble 13 Golf & Teard Power
- Secular Kid
- Total Eclipse
- Twisted

SEGA CD

- Adv. of Batman & Robin
- Amazing Spider Man
- Brutal Paws of Fury
- Jeopardy
- Power Monger
- Third World War

GENESIS

- Aquatic Games
- Allies 3
- Bulls vs. Blazers
- Beauty & Beast
- Castlevania Blood Line
- Dr. Robotnik's Bean Machine
- Ecco Dolphin 2
- Holyfield Boxing
- Kixx
- Lotus 2
- NBA Action 94
- Splitter House 2
- Sports Talk Baseball
- Sunset Riders
- Tekam & Earl
- Virtual Bert
- World Champ Soccer
- World of Illusion

SUPER NINTENDO

- Adams Family Values
- Ball 2
- Bulls vs. Blazers
- Cyberpunk
- Crash Cummas
- Cool Spot
- Chewy 2
- Ignition Factor
- Loth Villains
- Adv. of Mighty Max
- Maximum Carnage
- Nigel M. F-1 Racing
- Rap Jam 1
- Super Star Wars
- Star Fox
- Super Pinball
- Site Art
- Star Trek NG
- T2 Judgement Day
- X-Zone

SUPER PANCON

- Converter
- Turles in Time
- World Heroes

NEW RELEASES



U.S. PlayStation Titles

- 15th Hour
- Beyond the Beyond
- On Hard Trilogy
- Pack to Black
- Head Ball 5
- Madden Football
- NBA Live '96
- Resident Evil
- Tekken 2
- Toshinden 2
- X-Men



U.S. Saturn Titles

- Outback Heroes
- King of Fighter '95
- Mega Knight Ray Earth
- Megans Tarnish
- Prince of Persia 2
- Shiner Wudson
- Guatator Werrico
- Slam 'N Jam '95
- Tombi Racis
- Vampire Hunters

JAPANESE IMPORTS

PlayStation Titles

- Art of the Last 1/2
- Castlevania
- Dragon Ball Z 3D
- Fall Fury Road Bout
- The Mortuary
- Iron Man '96
- Golden 3
- Gradius Deluxe Pack
- Garuda Version 2.0
- Jumping Flash 2
- King's Field 2 (3D)
- Mazoon: Digital Illusion
- Motor Toon GP 2
- Nemco Classic Series
- Procyon Project
- Procyon
- Shen Dragon
- Zero Gravis 2



Saturn Titles

- After Odyssey
- Dark Legend V2
- Dark Savior
- Dragon Force (99%)
- Dragon Ball Z Legend
- Flora Remains
- Yoko
- Due Griffin
- Groddus Deluxe Pack
- Iron Armie Omega 99%
- King of Fighter '95
- Legend of the Lost
- Magnum 83
- Nenu ('Fighting)
- Patzer Dragon 3
- The Phoenix (New 100)
- Senshu Snowdown 2
- Viva Fighter 100 Percent

POSTERS • TOYS • T-SHIRTS • NOVELTIES



1 Poster \$10.00 each additional poster \$7.00



GAME EXPRESS INC.
OVER 2000 TITLES IN STOCK, LOWEST PRICES

"BLOW OUT SPECIALS!"

3DO	SEGA CD	
Doom	Android Assault	\$9.99
Immerinary	Bl'W College Football	9.99
Myt	Chuck Rock 2	9.99
SONY PLAYSTATION		
Descant	Dracule Unleashed	9.99
Phreal Rage	Ecco the Dolphin	9.99
Viva Port	Fast'n'Freak	9.99
WWF Arcade	ESPN Baseball	9.99
Gen	Formula 1 Beyond the Limit	9.99
Zero Divis	Jurassic Park	9.99
SUPER NINTENDO		
Bases Loaded 3	Lethal Enforcer I	9.99
Lion King	Lord of Thunder	9.99
Micky Maus	Linka	9.99
NEA Live '95	Mashed Riders	9.99
NBA Jam TE	Shining Force	9.99
Pocky & Pocky 2	Spleed	9.99
Rise of the Robots	Vip	29.99
Steel Racer	GENESIS	
	Evo Squad	\$29.99
	Mickey's Ultimate Challenge	29.99

Price and availability are subject to change without notice. We accept all major credit cards. Money Orders and C.D.E. Allow 14 business days for shipping when paying by personal check. All sales are final. We will only replace defective items with the same title. Game Express Inc. is not responsible for misprint. NY residents add 8.25% sales tax to your order! All trademarks and trade names are the property of their respective owners.

*Photos do not include shipping & handling

For Ordering:
(212) 290-0031

Order Hotline:
(212) 290-0426

For Fax Order:
(212) 290-0432

Visit Our Mega
Showroom at:

126-128 W 32nd St
New York, NY 10001

SEGA**Destruction****wipeout™**

FOR SEGA SATURN

FOR SEGA SATURN

TO ORDER CALL 818-839-8755CHECK US OUT AT **ES** WE ARE AT BOOTH**#5222!****SEGA SATURN™****A LITTLE TOO REAL!***Verdian*
Fighter 3**SONIC**
THE FIGHTERS**COMING SOON IN 1996!****CALL FOR MORE BATTERY TITLES!**FOR DEALER AND WHOLESALE
TEL: 818-839-8755 OR
FAX: 818-839-8751**TOMMO™**VISA AND MASTER
ACCEPTED

SEE CARD!

Sonic Saturn™
System**\$249****JAPANESE SATURN™** Buy any Japanese Saturn™ game and get UNIVERSAL ADAPTER \$29.99

\$79.99

\$79.99

\$79.99

\$79.99

\$79.99

\$79.99

\$79.99

\$79.99

\$79.99

\$79.99

Sega™ and Saturn™ are registered trademarks. © 1995 Sega. All rights reserved.

Price. Universal Adapter inside the box.

THE BIGGEST AND THE BEST!

EGM[®]

is your VIP pass to the latest and greatest developments in the video game world. With the first info on the hottest wares. Plus reviews, tips and previews in a new layout.

EGM REMAINS SECOND TO NONE!

Subscribe to EGM now and get a SPECIAL BONUS! Not only will you get the hottest video game mag WAY before it hits the newsstands, you'll also get EGM's 500 Hottest Tips of all time, an exclusive guide packed with info you can't get elsewhere, and a trial copy of EGM2[®]. All FREE with your paid order.



LIMITED TIME BONUS! • LIMITED TIME BONUS!

VISIT THE NUKE INTERNETWORK™ TO START YOUR SUBSCRIPTION ONLINE @ <http://www.nuke.com>

Don't Wait! Get 12 full color issues of Electronic Gaming Monthly for ONLY \$23.95. You'll get the inside scoop on the hottest games, reviews, previews, interviews and behind the scenes reports that can't be found anywhere else!

ONLY \$23.95

Send Payment To: Electronic Gaming Monthly
P.O. Box 7524, Red Oak, IA 51561-0524

Name _____
Address _____
City _____ State _____ Zip _____
E-Mail Address _____

— Payment Enclosed — Bill Me
For Credit Card Orders, Call: 800.848.8803

Please check or money order payable to Sentral Publishing Group, Inc. Canadian and Mexican orders \$33.95 per yr. All other \$35.00. Any 3rd check or money order must be payable in U.S. Funds and must be drawn on an American Bank. American Express money order, or another type of check or money order that would go through a U.S. branch bank. Please allow 4-6 weeks for delivery. Street Fighter Alpha © Capcom Co., Ltd. 1995, 1996. All Rights Reserved. EGM

THIS SUMMER...

HE WON'T BE
THE ONLY SHARK
IN THE WATER!

COMING SOON FROM **INTERACT**...

GAME SHARK™

FOR YOUR PC!

The GAME SHARK is the ultimate code buster for PC gamers! You'll be invincible with codes for all your favorite titles! Infinite lives, infinite ammunition, secret weapons, unlimited cash—you have the power to make your own rules! With InterAct's GAME SHARK, you'll dominate the game and crush the competition!

And that's not the only new product from InterAct that will make you a dangerous predator! Also just released...



PC GAMEPAD 6!

Maximize your control in fighting games with a SIX button pad with auto-fire and digital directional movement!

PC PROGRAM PADI

Master powerful combination moves with this programmable six-button pad! Features 30 pre-programmed moves and six slots for customizing your own favorites!



M FLIGHT FORCE!

A professional flight stick for Mac pilots! Two programmable fire buttons, advanced memory for storing control settings and rapid fire functions put you in the thick of the action!



INTERACT
BY REGION

InterAct Accessories, Inc.
10945 McCormick Road
Hunt Valley, MD 21031

www.gameshark.com

Game Shark is a trademark of
InterAct Accessories, Inc.
©1998 InterAct Accessories, Inc.
ALL RIGHTS RESERVED

MASTER THE GAME!

EclipsePad for Sega Saturn™

This ergonomically designed control pad sets the standard for comfort and features with eight large fire buttons, independent auto-fire, **programmable synchro-fire**, an LED panel, slow motion, and an extra long cord.



EclipsePad for Sega Saturn™

PS ProPad for Sony PlayStation™

Contoured hand grips, eight fire buttons, semi and hands-free auto-fire, four speeds of auto-fire, three speeds of slow motion, LED indicators, and an extra long cord provide total control over the tough competition.



Eclipse Stick for Sega Saturn™

Eclipse Stick for Sega Saturn™

This powerful stick — with a sturdy metal base, eight full-size fire buttons, semi and hands-free auto-fire, **programmable synchro-fire**, slow motion, an LED panel, and an extra long cord — brings home all the action of your favorite arcade hits.



PS ProPad for Sony PlayStation™

PS Arcade for Sony PlayStation™

Now you can truly take advantage of those cool 3-D fighting games! The PS Arcade packs a serious punch with eight giant fire buttons, a metal base and joystick shaft, four speeds of rapid and hands free auto-fire, three speeds of slow motion, LED indicators, and an extra long cord!



PS Arcade for Sony PlayStation™

Coming This Summer — Flight-Stick For PlayStation!

INTERACT
MULTIMEDIA PRODUCTS

A RECOTON COMPANY

InterAct Accessories, Inc.
10945 McCormick Rd. • Hunt Valley, MD 21031 • 410-785-6661
© 1998 InterAct Accessories, Inc. ALL RIGHTS RESERVED

If the suspense doesn't kill you, something else will.



From hyper-realistic 3D lighting to an ominous CD-quality soundtrack, this twisted blood-bath's terror and suspense builds with every new room you explore.

RESIDENT EVIL

CAPCOM



©CAPCOM CO., LTD. 1998-©CAPCOM U.S.A., INC. 1998. ALL RIGHTS RESERVED. BIOWARE™ IS A TRADEMARK OF CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation, the PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment Inc. Find the joy and a life without support? Try www.resident.com

QUARTERMANN'S CHEAT SHEET

Art of Fighting III

The Path Of The Warrior

When you think of SNK, you probably think of fighting games. Art of Fighting III continues the AoF tradition, while including some new features like the Ultimate K.O., accomplished by performing the Ultra Cool Attack when your opponent is almost defeated on the last round.



Ryo Sakazaki

Basic Attacks

Tiger Flame Punch	D, DF, F + A
Tiger Flame Kick	D, DB, B + A
Thousand Kick Punch	F, B, F + A
Lightning Legs	DB, F + B
Tiger Blow	F, D, DF + A

Cool Attacks

Step Back Smacker	A + B
Wind Shear Kick	B + B

Combo Quickie

Combo 1:	F + A; F + A; F + C
Combo 2:	F + B; F + B
Combo 3:	DF + B + C

Ultra-Cool Attack

Dance of Mayhem	F, B, DB, D, DF, F + B
-----------------	------------------------

Robert Garcia

Basic Attacks

Dragon Blast Punch	D, DF, F + A
Great Spirit Kick	F, B, F + B
Lightning Legs	DB, F + B
Flying Dragon Kick	(Jump) D, DB, B + B
Dragon Seize	F, D, DF + A

Cool Attacks

Back Blow	B + A
Burning Knuckle	A + B

Combo Quickie

Combo 1:	F + A; F + A; F + C; F + B
Combo 2:	B + B; B + B; B + B
Combo 3:	DF + B + B

Ultra-Cool Attack

Dance of Mayhem	F, B, DB, D, DF, F + B
-----------------	------------------------

Jin Fuha

Basic Attacks

Great Spirit Camp	D, DF, F + A
Behheading Sword	D, DB, B + A
Violent Bull Throw	F, B, DB, D, DF, F + C
Ninja Hide	D, B, DB + B

Cool Attacks

Split Kick Slamdow	A + B
Fuha Twister Kick	F, F + B

Combo Quickie

Combo 1:	F + A; F + A; F + C
Combo 2:	F + A; F + B
Combo 3:	F + B; F + B

Ultra-Cool Attack

War God Soar	D, D + C
--------------	----------

Kasumi Todo

Basic Attacks

Todo Style Double Hit	D, DF, F + A
Todo Style Light. Blow	D, DB, B + A

Cool Attacks

Double Punch Bomber	F, F + A
Flying Spear	F, F + B

Combo Quickie

Combo 1:	F + A; F + A; F + C
Combo 2:	F + A; F + B
Combo 3:	F, F + A; D + B

Ultra-Cool Attack

Todo Secret Press Slam	B, F, DF, D, BF, B + A
------------------------	------------------------

Kaman Kohl

Basic Attacks

Heftiger Stoßangriff	D, DB, B, F + A
Gewaltiger Fußtritt von oben	D, DF, F + B
Quick Upper Straight	F, B, F + A
Quick Back Knuckel	F, B, F + B

Cool Attacks

Straight Dodge	B + A/C
Highpoint Heel	B + B

Combo Quickie

- Combo 1: F + A; F + A; F + B
Combo 2: A + B, then F + A
Combo 3: B + BB

Ultra-Cool Attack

Aufeinander Folgerete Bürle	F, DF, D, DB, B (x2) + C
-----------------------------	--------------------------

Won Kohsan

Basic Attacks

Flying Mr. Stonehead	F, D, DF + A
Attacker Mr. Minibuttack	D, D + A
Invincible Mr. Warrior	B, DB, D, DF, F + B

Cool Attacks

Divine Wrath Blast	A + B
Head Thrust Crush	DF + C

Combo Quickie

- Combo 1: F + A; F + B; F + B
Combo 2: F + A; F + A; F + C
Combo 3: DF + C, then D + B

Ultra-Cool Attack

Super Secret Wild Slapper	B, F, F + C
---------------------------	-------------

Renny Christon

Basic Attacks

Flick Shot	D, DF, F + A
Whip Rush	F, B, F + A
Four Swish Rave	D, DB, B + A

Cool Attacks

Low Somersault	B + B
Chest Pump	F, F + B

Combo Quickie

- Combo 1: F + A; F + A; F + C
Combo 2: F + A; F + B
Combo 3: F + A; F + A; B + B

Ultra-Cool Attack

Freak Break	F, B, DB, D, DF, F + C
-------------	------------------------

Rody Barts

Basic Attacks

Revolving Rod	D, DF, F + A
Middle Impact T.T.	D, DF, F + B
Deceive Impact 1-2	(Close) F, B, F + A

Cool Attacks

Rapid Rod	A + B
Overswing	B + A

Combo Quickie

- Combo 1: F + A; F + B
Combo 2: F + A; F + A; F + C
Combo 3: F + A; F + A; F + B; F + B

Ultra-Cool Attack

Hyper Ton Fu	F, B, F, B, F + C
--------------	-------------------

The Path of the Warrior

How to read the system

Art of Fighting III plays like many of the most popular fighting games out there, so there isn't a steep learning curve to master it. On the right, you'll see a chart detailing the moves listed for each character.



Solid letters indicate *direction*.

- B** = Press away from the opponent
- D** = Press down on controller
- F** = Press toward the opponent
- DF** = Press diagonally down and forward on the controller
- DB** = Press diagonally down and back on the controller
- (x2)** = Perform the motion twice quickly

Outlined letters indicate *buttons*.

- A** = Press the A button
- B** = Press the B button
- C** = Press the C button

- A/C** = Press the A & C buttons together
- B/C** = Press the B & C buttons together
- BBB** = Press the B button three times repeatedly

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

